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ISSUE 18

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- *Kriss Kross: Make My Video* tested

MEGA DRIVE

- Sci-fi adventuring in *Another World*
- *Super Kick Off* – the best footy ever?

MASTER SYSTEM

- *Tecmo Soccer* challenges the world
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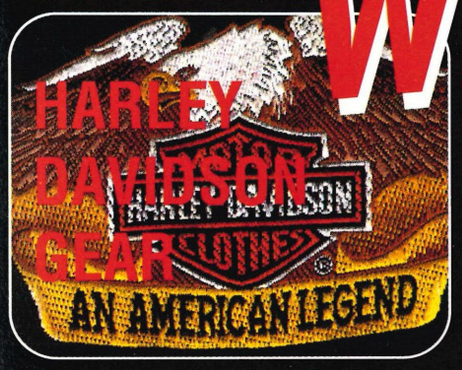

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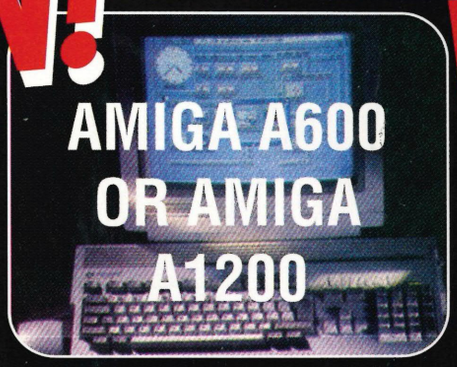

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❋❒❑○ ✶❋❒❋❋■▻

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Exit: You're going to be sent onto a desert island. What is your last wish before you go?
(Send to the normal address for the chance of a free cart!)

Final words: see ya!

HERE WE GO, HERE WE GO!

April marks the start of the Sega football season. *Super Kick Off* and *Tecmo World Cup '93* are first onto the field in pages 28 and 32.

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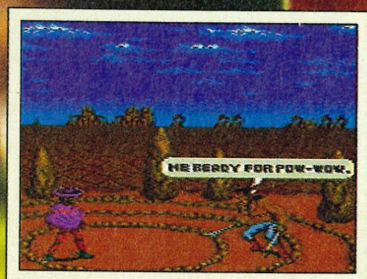
DREAM MACHINES

The future of console gaming is taking shape as the major players start to unviel their next generation super lasers. Page 12



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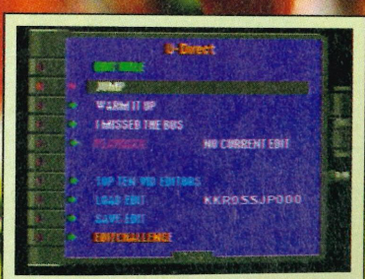

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Kris Kross jump on the CD bandwagon.

JAMES BOND 34
Exclusive, but secret, MS review.

PRO DATES?

All the releases for March, April and May previewed. There's Star Wars – set to be the big summer release and Bubsy The Bobcat – the 16Mbit stunner. The six page preview section starts on page 16.

Main Picture: John Cocks, Liverpool FC

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Authentic CD detective adventuring.

WONDER BOY IV.....40

MS cuteness in Monster World.

ANOTHER WORLD 46

Spectacular vector graphic strategy.

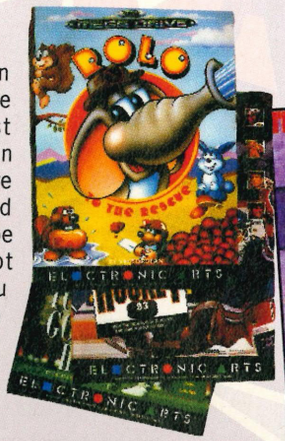
REVENGE OF THE JOKER ..50

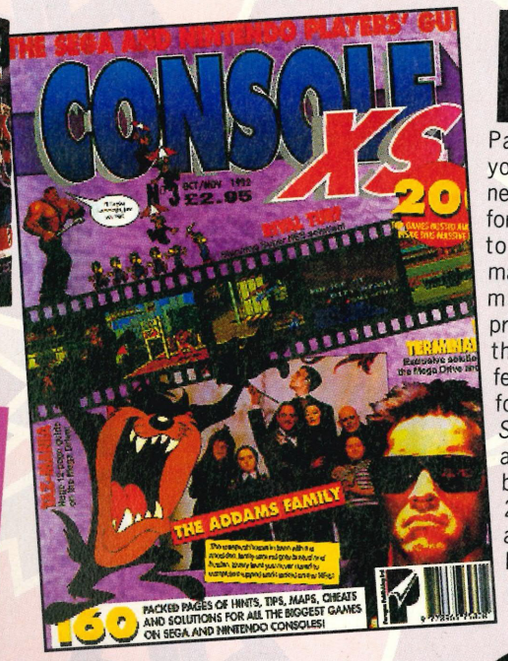
Exclusive review of this MD import.

The organisers of the All Formats Computer Fairhave made a big mistake! The venue of the London Fair on 24 April 1993 is not Sandown park, as appeared on all £1 off vouchers and advanced tickets. The correct venue is the Novotel, Hammersmith.

EA ROCKETS

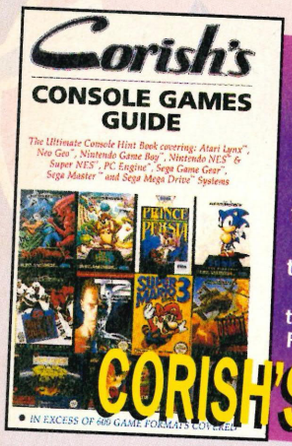
Electronic Arts had a great year in 1992 and have announced that the financial figure for their last quarter was more than $1,000,000. Sales in Europe have increased by a whacking 47% and EA are confident that this can be boosted even further. Not surprising though when you consider that their carts cost up to £45 a throw and have constantly topped the charts!





IN XS

Paragon Publishing, the publisher of yours truly, has been hitting headline news recently. No, they're not in trouble for downloading disks and sending them to readers (unlike a certain other magazine) – they're launching two new magazines! The new mags are a product of the splitting of *Console XS*, the only UK magazine that solely featured full solutions, tips and cheats for both Sega and Nintendo formats. *Super XS*, on the shelves now, is aimed solely at the Nintendo reader, but *Sega XS* is due for release on the 27 May and is devoted to Sega tips and cheats across all four formats. Both magazines will be printed bi-monthly and will cost £2.95. Brilliant value!



Kuma, the publishers of over 11 computer games books, have just released yet another. Corish's console guide concentrates on games for all leading consoles and is packed with 300 pages of tips and hints.

If you fancy one of these books for free, then just answer the following question:

What is the level select for *Sonic 2* on the Mega Drive?

Answers on a postcard, by 10 April 1993, to: TIPS AHOY, SEGAPRO, 124 Old Christchurch Road, Bournemouth, BH1 1NF.

CORISH'S CONSOLE GUIDE

VIRGIN RECEIVES US AWARDS

A game has to be good if Sega themselves give it an award! Sounds impossible, but it's true! Virgin recently received not one, but two awards from the Sega of America awards ceremony. *Global Gladiators* was voted the best Mega Drive game of the year and *Super Off Road* was voted the best handheld game of the year. If you're in doubt over which game to buy, then it looks as if you can't go far wrong with these two!

NOT FOR SALE

The big issue this month seems to be the delay in the release of finished games. *Muhammad Ali Boxing* was scheduled for an April release, but now won't make the shops until July. Sega have put back the release of many games so that their schedule is "balanced". It seems that after controlling the quality of games, they are now set to control the amount and types of releases.

Sega's policy may be sensible if it wasn't for the fact that many delayed games are being released in other countries or on other machines, such as the Super Nintendo. The control process may allow them to judge and plan their sales, but it doesn't say much for their morals or dedication to Sega players.

Every official Sega game is slotted into a schedule, but this changes from time to time as new games are announced. If a company's game is delayed and its new release date clashes with that of a similar type of game, they may complain to Sega. Sega may then feel duty-bound to delay the release of the other title too! However, games are brought forward if it is known that they are to be released on Nintendo. The whole result of this shuffling process is a crazy system that determines the release of a game on its commercial viability rather than its quality or availability.

THE PROS

A MONTH IN THE LIFE OF...

Pat Kelly

Not content with bossing the staff writers around (they're a lazy bunch) and then sloping off at five o' clock, Pat has taken to challenging the rest of the office to fights! He may only be talking about *Muhammad Ali's Boxing*, but we've all seen how red he goes when he's in mid-flow. A psychopath if ever there was one!

Fave Game: *Muhammad Ali's Boxing*

Dave Perry

Dave can finally squeeze his hair into a ponytail and although it makes him look like a mafia drugs dealer, we think he's pretty proud of it! He's spent the rest of the month moaning about who pays for the outside light in his new flat and hassling the rest of us for cover scans for our reviews!

Fave Game: *Muhammad Ali's Boxing*

Last month, Landsdowne Computers ✆(0202) 556535 supplied us with Shinobi II (GG), Ariel (GG) and many games for this issue. Thanks guys.

MUHAMMAD ALI KO'D BY SEGA

Fans of boxing games will have to wait a few more months to see the greatest boxing game of all. The release of *Muhammad Ali's Boxing* has been postponed until July. Come then, this will be one of the best boxing games available. We've already seen it in the SEGAPRO offices and it's looking good! There are still amendments to be made to it, though, so be warned if you read reviews from elsewhere.

SEGA FOR THE CUP

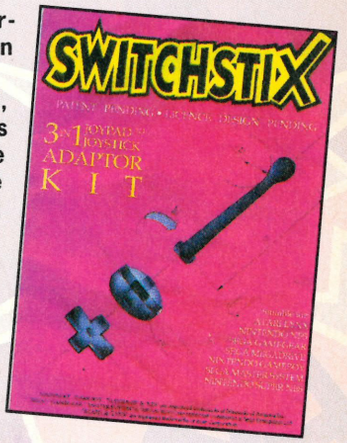
I remember the days when Sega were content with sponsoring Melchester Rovers in that classic kid's comic Roy of the Rovers. However, they're now moving onto bigger and better sponsorships – bigger being the operative word. Sega are now planning to sponsor the FA Cup and will be among four major backers of the tournament. This continues Sega's heavy sponsorship of football – over the last year they have exclusively sponsored ITV's European Championships. Does this mean that Sega believe that all of us play football or is it just another lifestyle marketing ploy? Whatever, it doesn't really matter, because unless you have a Sky TV setup you won't be able to see it anyway.

A STICK IN TIME

Hopefully, the Switchstix, that is cover-mounted this issue, will enable you to gain more control over many of your games.

This is a great alternative to the joypad, but although it is durable, it isn't as strong as a purpose-built joystick, such as the Arcade Power Stick. While testing the viability of the Switchstix, we found that if your joypad isn't cleaned properly, the sticky pad will not adhere to it.

If it doesn't hold first time, you may have to send away for another sticky pad to: PA Promotions, 52 Claremont Road, Westcliff-on-Sea, Essex.



THOSE INSTRUCTIONS AGAIN:

1 To obtain optimum adhesion, the joystick and joypad must be clean, dry and grease free. Wipe both surfaces with a clean cloth dampened with water with a little washing up liquid (Fairy is nice). Wipe again with a clean cloth dampened with warm water only. Allow to dry.

2 Select the base diameter that fits your joypad most snugly. Stick the appropriate adhesive pad onto your joystick base and apply pressure all over. Remove the backing from the adhesive disc and carefully place into correct position on game or joypad and apply pressure to locate adhesive. Allow one hour to set before attaching shaft. The joypad and joystick base can still be used in the meantime.

3 After one hour, to use the joystick control, insert the shaft into base and turn clockwise through 90°.

4 To revert back to joypad control, turn joystick anti-clockwise back through 90°.

IMPORTANT NOTES

● Bond strength is very dependent upon the amount of adhesive-to-surface contact developed. Firm application pressure develops better adhesive contact and thus improves bond strength.

● Ideal adhesive disc application temperature range is 21°C to 38°C. Initial adhesive disc application to surfaces at temperatures below 10°C is not recommended because the adhesive becomes too firm and won't hold satisfactorily.

Sam Hickman

After endless rows with neighbours and complaints from landlords, Sam has managed to find a new flat. How long it will take her to get thrown is anyone's guess! She's spent the rest of the month looking decidedly hassled and refuses to even look at *Batman Returns* ever again after reviewing it on all three cart systems – pity the CD version is out soon!
Fave Game: *Another World*

Dino Boni

Dino has been tearing his hair out trying to finish *Another World*. Could this be the first game ever to beat him? We don't think so – he's not going to give up that easily. He seems to have given up on his hair, though, and refuses to get into any macho hair-growing competitions with Dave. He's also been on a few blind dates, but the less said about that the better.
Fave Game: *Another World*

Jason Johnson

The disasters that this poor guy has to overcome are never-ending! Apart from being the relative new kid on the block, Jason recently had to spend a night in the office. The reason was that, after being left behind without keys, he couldn't lock up or set the alarm. He's not too amused by this and has refused to be quizzed on the subject.
Fave Game: *Batman: Revenge of the Joker*

Si Christopher

Yet another member of the team that's on the move, Simon has been settling into his new flat. He's also been seen wandering around the office with a glazed look in his eyes murmuring "28 pages to go and only two days left." Unfortunately we couldn't offer him any condolence, so he's now withdrawn completely and only talks to his computer.
Fave Game: *Chakan (GG)*

MEGA CD COLUMN

With an official date fixed for the release of the Mega-CD, you would expect CD news to be abundant. However, action on the UK side of the Mega-CD has been strangely quiet.

Software developers in the UK include Imagitec who are currently developing a game called Space Junk that features digitised graphics and 50 minutes of film footage. This won't be ready for at least another year though, so more news as it comes. Other developers include Core, Psygnosis, Microprose, JVC Lucasfilm and Sega. Virgin are developing a UK version of *Cool Spot* for the CD and it should be ready for the summer.

Super Sonic should be hitting all CD formats very soon, although Sega have been keeping very quiet about it. *CD Sonic* will be different from *Sonic the Hedgehog* with better music and, hopefully, more levels and animated story lines.

It's now been confirmed that any CD with a chip bearing the letter H will play all games, even American ones. However, this will only work if the CD was bought before January of last year.

It seems that pop stars can't wait to get on their faces on Make my Video. INXS, Kriss Kross and C+C Music Factory have already released their versions in America, but apparently Guns and Roses are interested in compiling a video for the game. As if that's not enough, his royal purpleness, Prince, wants to become involved in the series! Would Madonna star in a Make my Video version of Erotica? Interesting...

Games To Look Out For: *CD Sonic, Monkey Island, Final Fight, Rise of the Dragon, Virtual VCR – March of Time, Rock Paintings, Wing Commander* and *Ecco The Dolphin.*

FUTURE WORLD GOES UNDER

If you've recently bought a product from Future World Computers Ltd and not received it, then it would be advisable to contact them soon because they've recently ceased trading.

The company was also known as Dynamite Computers Ltd and ran a mail order outlet. Anyone who placed credit card orders of over £100 will be covered by insurance, but other claimants should contact the company's liquidators. You may be covered by the Mail Order Protection Scheme, but the liquidators stress that anyone with a complaint should write to them very quickly. To contact them, write to : Kerr Foster, 159 Charles Street, Leicester, LE1

whispers...

● Accolade will release *Scrabble* and *Monopoly* on the Mega Drive later this year, but *Monopoly* (reviewed in this issue) is already available on import from Parker Brothers! Accolade are putting the finishing touches to *Summer Challenge*, which should be released in May. They're also working on *Jack Nicklaus' Power Challenge* (due in May) and *Warpspeed* (April).

● Development for *Humans 2* (working title) has just been started, although it won't be ready for some time yet! It will however be released on all formats. Imagitec have only just finished programming the original, so this release is at least a year away.

● Sensible Software are currently working on a Mega Drive conversion of *Sensible Soccer*. It's still in its very early stages, but it has caused a high degree of excitement in the SegaPro offices!

● Sega are to spend $25 million on advertising in the first half of 1993. The total cost for their annual advertising budget is predicted to be in excess of $95 million. Sega are also launching a *Sonic the Hedgehog* breakfast cereal in America, in conjunction with Ralston Purina (a cereal company). They are also currently engaging in a tie-in with major theme parks.

● Virgin are planning to open around 15 Game Centres around the country. The sites have not yet been disclosed, but this will take the total number of their specialist game centres above forty. They are also opening six more Mega Stores, all of which will concentrate heavily on computer games.

● EA are planning to release games on the Mega-CD, although there are no further details at the moment.

OOPS!

In SegaPro#17 we printed a reader's letter concerning the Game Genie phone line. The reader wrote to complain that he objected to paying 48p a minute to obtain codes for his favourite games.

We would like to point out that the line, run by Hornby Hobbies, is not a premium rate line and callers are charged at local rates. Hornby do not make any money out of this phone line as it is self-financing. Calling after 6pm will make calls even cheaper!

In the same issue, we said that it was be possible to obtain a Game Genie equivalent code for the Action Replay. This was a complete misinterpretation of an unsubstantiated remark. We would like to apologise to all parties concerned and would like to make clear that it is not possible to gain suchlike codes in the manner suggested.

MEGA-CD LAUNCH PARTY (part IV)

Yet again, there's been another change to the release date of the Mega-CD. Thankfully, it's been confirmed that this is the last time the date will be changed. Start saving your pennies, because 4 April is the date that everyone has been waiting for!

Before you get too excited, spare a thought that it's going to cost a whacking £269.99! Three CDs will be bundled with the package. These are the excellent *Sol-Feace*, *Cobra Command* (*Thunderstorm FX*) and a five-in-one game disc including *Streets of Rage*, *Golden Axe*, and *Columns*. These games are all straight conversions form the Mega Drive originals.

The games will cost around £40 or £50 for a game with two discs. When you think that Mega Drive cartridges often cost £40, the new Mega-CD games seem better value for money.

Other games that will be available are: *Jaguar XJ220*, *Robo Aleste* (*Denem Aleste*) *Road Avengers* (*Road Blaster FX*) *Prince of Persia*, *Sherlock Holmes* and *Wolfchild*.

Additional games will also be released at the same time, but as yet, it hasn't been confirmed what these will be. Dare we even mention the eagerly awaited *Street Fighter II*?

BACK SUPPORT

The Back-up chair has been designed to help those who suffer from back ache while sitting down for a long time. It's recommended by various osteopaths and chiropractics in the UK and as a special offer, SegaPro readers can buy the chair for £17.50 (normally £29.95).

However, you can be one of two lucky winners of these chairs. Just tell us what the most common medical complaint in the UK is?

Answers, by 10 April 1993, to "Ooh me back", SegaPro, 124 Old Christchurch Road, BH1 1NF.

GROWING PAINS

HMV entered the computer games market over a year ago and since then have become one of the biggest retailers in the business. As part of their plans to expand, they are opening TEN new stores this year! Heavy emphasis is to be given to computer games in all of these stores, so you can be sure that all the latest games will be stocked there.

To celebrate their plans, HMV are offering five £30 vouchers and HMV T-shirts. Five runners-up will win HMV T-shirts. All you have to do is answer the question and send in your answer.

HMV

KNOW HMV KNOW GAMES

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What do the initials HMV stand for?
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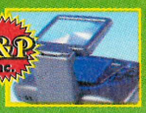

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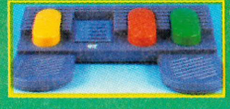

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NEWS FROM JAPAN

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JAPANESE PRO DATES?

MEGA DRIVE

MARCH

5	DESERT STRIKE	EA Victor	8Mbit
12	NINJA WARRIORS	Taito	CD
12	DEVESTATOR	Telenet	CD
19	ZOU! ZOU! ZOU!	RTS Victor	4Mbit
19	SIM EARTH	Sega	CD
19	SPLATTERHOUSE 3	Namco	8Mbit
25	BLUE WOLF	Koei	10Mbit
26	OUTRUN 2019	Sega	8Mbi
26	GOLDEN AXE 3	Sega	8Mbit
26	FINAL FIGHT	Sega	CD
26	DARK WIZARD	Sega	CD
26	CYBORG 009	Telenet	CD
26	JAGUAR XJ220	Victor Music	CD
27	SANOKUSHI III	Koei	CD

APRIL

2	NBA BASKETBALL	EA Victor	4Mbit
2	RANMA 1/2	Nihon	CD
23	LEAGUE PRO STRIKER	Sega	4Mbit
23	SWITCH	Sega	CD
30	POPPENLAND	Shul	CD
30	3 X 3 EYES	Sega	CD
30	GAUNTLET	Tengen	8Mbit
30	ALIEN	Big Tokai	8Mbit
30	ULTRAMAN	Marba	8Mbit

MAY

25	ILLUSION CITY	Cabin	CD
31	LEGEND OF THE KNIGHT	Kodansha	8Mbit
31	STEEL TALONS	Tengen	8Mbit

GAME GEAR

MARCH

19	BUYO BUYO	Sega
26	MAGICAL CRYSTAL	Sega
?	SHINING FORCE	Sega

APRIL

28	HYPER BASEBALL	Sega
30	KICK & RUSH	Sims
?	SEA OF HARIMA	Sims

It has been a very boring month in Japan as far as video games are concerned. America has taken all the limelight with the staging of the CES show in Las Vegas. No doubt, the Japanese have a few tricks waiting in the wings.

MEGA DRIVE HITS PEAK

The Mega Drive has become the most widely used video game system in Japan. Current estimates of sales put the user base at around 4 million units and the number is still increasing. What have you got to say about that, Mr Nintendo?!A

世界の

A WOLF IN SHEEP'S CLOTHING

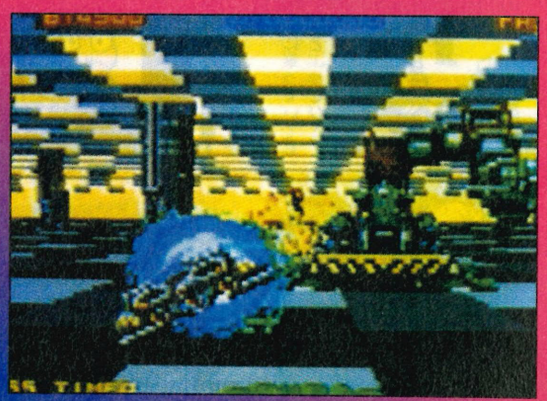
Which country do you fancy attacking next?

The Blue Wolf and the White Doe is a very lengthy title for a very challenging and involved game. This is one of the first full-blown war games to be released on the Mega Drive and concerns the rise and fall of Genghis Khan's empire. When Khan was born, Mongolia was not a politically united country and each tribe controlled their own piece of the land and fought bitterly with each other. When Khan grew up, he united the various tribes of the Mongolian steppe into one nation and was given the title of Great Khan.

You control Khan in his bid to create the greatest empire in history. One or two payers can compete alongside numerous computer-controlled nations to increase their empire. You can make alliances, double cross opposing players and even get married!

The game will be released on a 12Mbit cart and is sure to please all of those people who have been waiting for a decent war game to keep them occupied for a few months.

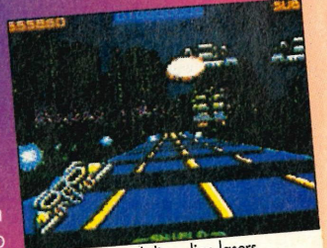
NIGHT STRIKER



Tatio have long established themselves as one of the worlds leading coin-op manufacturers and have received a lot of praise for one of their newest games, *Night Striker*. The game, a 3D shoot-'em-up similar to *Galaxy Force*, has just been completed for the Mega-CD by Taito.

The game has been specially converted for use with an analogue joystick made by a Japanese corporation with a very long name! The joystick is intended to give a more realistic control method instead of that found in the digital Sega joypad.

You play the hero – don't you always? – who is a member of the Night Strikers, an organisation dedicated to the safety of the world. Your members are all ace pilots who fly the new tactical fighter called the Inter Gray. This hi-tech spacecraft has two high powered lasers that can destroy more or less anything with only a few bursts. One of these lasers can be set into homing mode, but can only be used in small bursts.



Duck and dive alien lasers.

The graphics are amazing and the CD soundtrack is fantastic. With 21 stages to conquer and breath-taking action, this is one of the hottest games to watch out for from your local importer.

Burn it up in the city sewers.

Bring on the aliens, buddy!

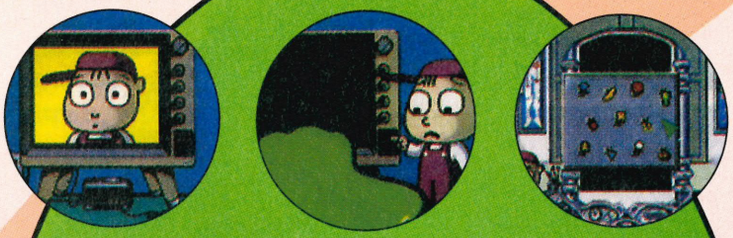
Jap CHARTS

MEGA DRIVE

1	-	Sonic 2
2	NEW	Super Mah Jong
3	NEW	Columns 2
4	NEW	Mickey & Donald
5	5	Sangokushi III
6	NEW	Turtles
7	NEW	Roadblaster FX
8	NEW	Deadly Moves
9	2	Landstalker
10	NEW	Afterburner III

GAME GEAR

1	1	Shining Force
2	NEW	Streets of Rage
3	2	GG Shinobi II
4	3	Batman Returns
5	5	Ninja Gaiden



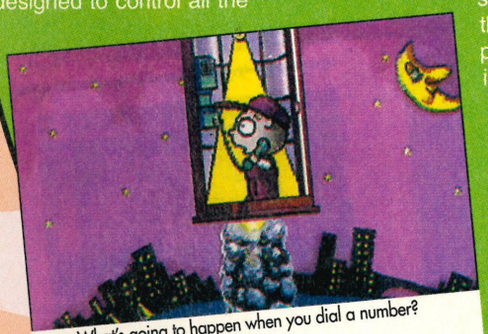
TIME TO SWITCH ON

As mentioned before, the Japanese a very unusual sense of humour and this game is a direct reflection of their mentality! The game has been specifically written for the new Sega mouse controller and is the first in a long line of games that will be specifically produced for the new Sega add-on.

The story is one of the strangest even seen in the gaming world: The planet is completely out of control because of a massive computer called Switch. This computer was designed to control all the domestic and industrial machines and make the world completely automated. You play the part of a small boy who has to set the world right by trying out different switches to re-organise the computer back to its original form.

At first glance, *Switch* may look like a puzzle game, but in fact, it's more of an animated comedy! The sales blurb boasts "1000 non-stop gags" and the animated CD-ROM graphics are said to be exceptional. Every time you hit a switch on something, you may make things better for the computer or you could end up in trouble yourself!

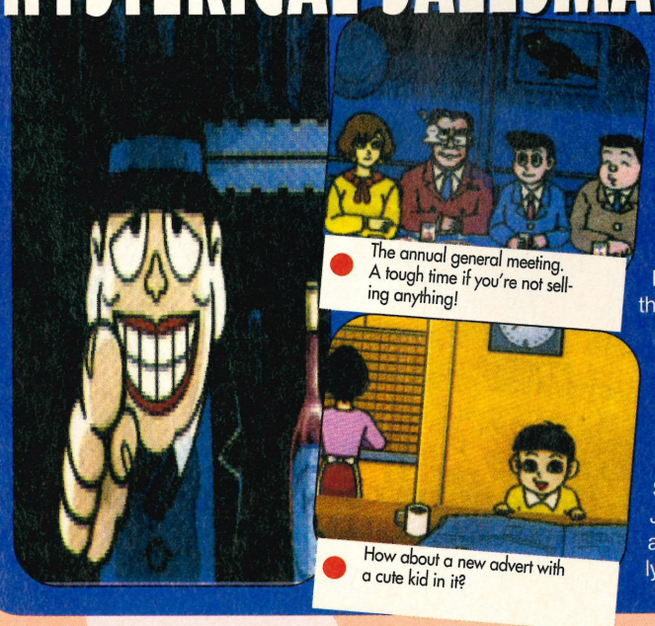
The planned release date is undecided yet, but it should be too long before we're all laughing along with the entire Japanese nation!



What's going to happen when you dial a number?

スーパーピーローが暴

HYSTERICAL SALESMAN RUNS RIOT !!!



The annual general meeting. A tough time if you're not selling anything!

How about a new advert with a cute kid in it?

The Laughing Salesman is a conversion from a Japanese PC game that is itself based on a popular cartoon and comic by Fujio Fujiko. It takes the form of an interactive story in which you make decisions for the Salesman. The story isn't too clear, but concerns the exploits of a semi-mad Salesman on a massive sales drive. The Japanese have a very strange sense of humour as it is and this game only confirms the fact entirely!

Time to see a new client over lunch, hold my calls.

NIP BITS

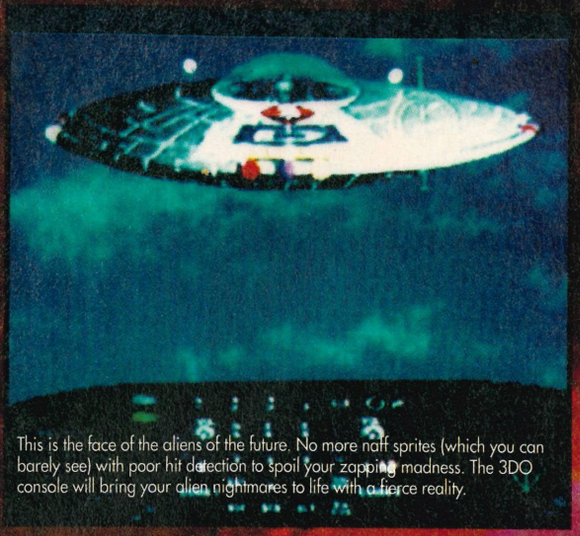
The CD compilation of the music from *Streets of Rage II* is selling so well that the composer, Yumiko Takahashi, is considering a career in rave and dance music as opposed to composing computer music! The CD features remixes of all the tracks from the game and is well worth getting hold of if you can source a copy.

The Japanese Mega Drive magazine, *Mega Drive Fan*, is composing a survey of all the Mega Drive releases last year. Strangely, only a very small amount of Mega-CD games has been included which suggests that the user base for the Mega-CD is not as big as Sega Japan say it is. We'll bring you the results of these awards as soon as we get them.

Electronic Arts have now firmly established their Japanese roots thanks to the Japanese company, Victor (JVC). They are slowly releasing all of their previous Mega Drive games the Japanese public should be up-to-date with the current releases by the end of May.

Shilfeed, the new 3D shoot-'em-up that was previewed in last month's News from Japan has been delayed and is now scheduled for release by the end of July. The game was so popular at the recent Sega World show that security guards had to be brought in to dispel the huge Japanese crowd that was pushing for places in the queue so that they could play the pre-production version!

The current popularity of RPGs in Japan shows no sign of declining with the announcement of *Vay*, a huge RPG that looks and plays a lot like the *Phantasy Star* series. This Mega-CD based game is claimed to be one of the largest RPGs ever written and will surely sell like hot cakes in Japan, but as per usual, we'll have to wait for the American version before we can give it a go.



This is the face of the aliens of the future. No more naff sprites (which you can barely see) with poor hit detection to spoil your zapping madness. The 3DO console will bring your alien nightmares to life with a fierce reality.

The running demos that were on show during the Las Vegas CES demonstrated the uses of multi-media technology. Games, applications and future entertainment all in one little black box!

3DO

3DO
● £500

Adventuring into the unknown is what discovering new and better games machines is all about. One of the newest, meanest and definitely most impressive pieces of hardware hitting the American games market this Summer is the 3DO. Imagine the thrill of playing 3-Dimensional games which offer far more than your average arcade machine. And all in the comfort of your own home! This dream can soon become a reality for all video game enthusiasts and the 3DO could prove to be the machine to do it.

The 3DO has been created by a company whose capital is partly held by the multi-national Matsushita. This huge Japanese conglomerate, the biggest electronics firm in the world, are set to help lead the way into the future of console games, make no doubt about it! They even own the huge electrical producer Panasonic who will be the first manufacturers of the 3DO. Other financial backers are Electronic Arts, AT & T, Time Warner and MCA Universal.

First seen on public display at the CES in Las Vegas, the CD ROM-based 32-bit machine is currently in prototype form. Even the unveiling at the CES revealed that the Macintosh was the power behind the on-screen displays. Not exactly surprising, though, as the main development of the 3DO has been designed on Apple's machines and the main hardware chips have not yet been produced!

Technically, the 3DO must be one of the most promising and exciting developments since the launch of the Amiga way back in 1984. The main power is hidden underneath the box which comprises a normal CD player with 650 Mbytes of ROM and a 32-bit main processor. The Mega Drive's processor is a sluggish 16-bit which is four times less powerfull than that of the 3DO. The power of the machine's processor allows Full Motion Video (FMV) – the direct integration of animated video images in windows – and is a major development.

◆ MULTI-FORMAT

Colours, obviously, play a major part in the success of a games machine. The 3DO is able to display millions of colours on-screen at any one time. This beats anything ever seen before and is broadcast TV quality. Just imagine playing Star Wars in your own living room!

Hardware scaling, rotating and flipping of the multi-million-colour screens is also dealt with by the hardware – which is just as well: if left to the software, it would be so slow that it wouldn't be worth doing! The Super Nintendo was the first machine to do this with their Mode 7 graphics chip, but that only handled 256 colours at one time!

As well as the software currently being developed by several major software houses, the 3DO will allow the user to play various formats of disc. CD Audio, CDR, CD-G – audio with fixed images – and the photo CD. This is certainly an impressive line-up and should keep all the major CD gamers busy for a good few years.

Electronic Arts, Virgin Games, Psygnosis, Bullfrog, Core Design, DMA Design, Dynamix, Gremlin, Interplay, Krisalis, Loriciel, Maxis, Microprose, Millenium, Ocean, Origin, Renegade, Sales Curve, Trilobyte and Westwood are all among the current developers. With a selection of the world's best software design companies included in this list, the future of the machine looks good. The keen interest from British companies is also a good sign.

◆ PORTS OF CALL

There are two extension ports that enable peripherals such as a keyboard, a mouse, a modem and even that totally essential piece of futuristic game-wear, 3D glasses. This will give the 3DO a distinct advantage over the Mega-CD, which only has a mixing and line-out inputs.

The additional extensions certainly make the 3DO a powerful piece of hardware and Matsushita appear to have dismissed the Mega-CD as competition. Although it may become the best games playing machine (dependent on software releases), the 3DO will certainly be marketed towards multi-media user rather than the games player. It will be great for playing games, but will also be used as a medium for films, computer data and applications such as graphics, video and design. The lack of support from Japanese software houses seems to be noteable and the success of the 3DO may rely on whatever support comes from the huge Asian market.

dream M

LASERACTIVE • PIONEER • £1200

The system is a bolt on affair, with separate modules required to play different machine formats.

Electrical hi-fi manufacturers Pioneer may not spring to mind as the company of the future of games playing, but they could be.

The unveiling of the LaserActive at the Las Vegas CES set the scene for the acceptance of CD technology, but will it become as common place as the Mega Drive? Will it just be an expensive addition with a limited software supply and fade away into insignificance, or will it really change the video games world?

Pioneer are entering the video games market with perfect timing – their dealings with Sega has certainly caused a noise or two. As with the 3DO, the software is going to be the make or break of this exciting new piece of hardware.

While the 3DO mainly relies on machine-specific software, the LaserActive takes the compatibility one step further. Once you've invested in the machine, choosing machine compatibility is a matter of buying the relevant add-on. You can have a fantastic selection of the Sega Mega-CD, PC Engine and a neat looking Karaoke machine.

The LaserActive is powerful due to its extensive CD compatibility. It is basically a CD player with an open-ended architecture that allows expansion with the use of plug in modules. Pioneer's own LaserActive system is built into the machine, but it is over-ridden off if the system recognises an add-on module. Every format, including video discs, can be read by the hardware.

◆ TWO TRIBES

Graphics and sound are the most important aspects of a good game.

Sega CD games can have the finest technology ever, as Laser Active offers arcade quality graphics.

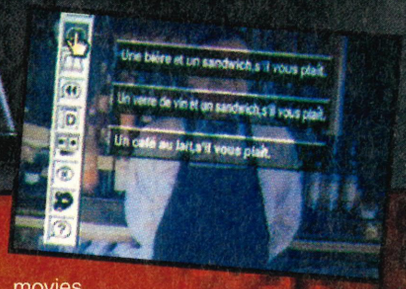
As well as offering the finest CD quality audio capabilities, the visual specifications are something else. LaserActive offers software programmers two areas to create and expand on.

The first is an Analogue Memory with hi-fi quality processing capabilities. The background effects, which can include everything from the hottest sci-fi action to a helicopter journey through the Rockies, is displayed as film footage whereas the Mega-CD produces its backgrounds with the use of computer graphics.

The second area is Digital Memory.This is where graphic objects are created. These objects are super-imposed onto the screen at the same time as the Analogue Memory displays the background. The final product is a super fast, super smooth, super display.

◆ INTERACTIVITY AHOY!

In comparison with the other CD and laser hardware available, LaserActive combines audio, video, karaoke and educational software along with games, electronic publishing, children's software and interactive movies.



The main feature of the machine is that it aims to be compatible with any player in the world and gives the user a choice of which machine they wish to use on it. CD, CD-ROM and even the new CD-I will have modules built for them.

The optional Mega-LD Control Pack has been designed with Sega Enterprises approval. This is attached to the LaserActive to offer a huge back-list of quality titles. Not only will the Mega-LD allow you to play the basic cartridges that all MD owners have faithfully collected, but it will also allow the use of the new Mega-CD discs.

Of course the cost of the Mega-LD will far exceed the cost of a Mega Drive/ Mega-CD set-up, but it is offered as an additional add-on to a standard CD player.

◆ NOT A PAL

The reality of the fact, though, is that Pioneer currently have no immediate plans to release the LaserActive in the UK. This means that only a few grey import machines are likely to find their way into local stockists. These will probably cost a lot more and will be of a less superior quality as the original system is built for the American NTSC video standard.

The LaserActive should appeal to everyone as it caters for audio CDs, Photo CDs, Karaoke CDs and Multi-media CDs and, the more useful, game CDs. The only problem could be that old trauma of who can use what and when.

The games playing would have to take priority, of course!

ACHINES

Two new games consoles are set to drag the field into the next generation of electronic entertainment. While the rest of the electronics industry flutters over compatibility, 3DO and Pioneer have come forward with their heavyweight challengers. Jason "wow" Johnson reports on the new super lasers.

PRO DATES

Every month, we'll keep you up to date with all the planned UK releases on every Sega system. Spanning over the next three months, the release information is the most comprehensive guide to forthcoming games that you'll ever want.

MEGA DRIVE

HUMANS ● IMAGITEC ● £39.99

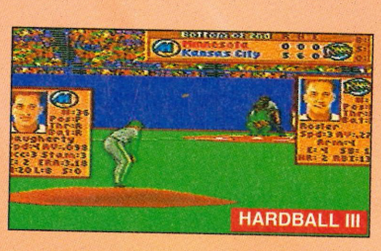
If you thought the *Lemmings* were stupid, then you won't believe these guys! Solve increasingly difficult puzzles by guiding the humans actions and movements. Avoid the hazards of prehistoric Earth and help the human race flourish!

GADGET TWINS ● IMAGITEC ● £39.99

This game can only be described as one of the cutest ever. Take control of the Gadget Twins as the fly through stages filled with all kinds of monsters and villains in the hope of rescuing their King. (SEGAPRO#11, 90%)

MICRO MACHINES ● CODEMASTERS ● £39.99

Remember those tiny model cars that were every so slightly popular a few years ago? Well, they've had their own game on the NES for a while now and those nice people as Codemasters have converted it onto the Mega Drive. Pick your driver and then compete in a tournament or race against a friend. (SEGAPRO#16, 90%)



HARDBALL III ● ACCOLADE ● £39.99

The newest in the *Hardball* series features in-game commentary, finely detailed graphics and new 'Team Effort' plays where your team-mates back you up on important plays. Take part in an exhibition game or a full-blown, 162 game season. All the best plays, home runs and highlights can be save to a instant replay 'reel' which comes complete with battery back-up.

MEGA-LO-MANIA ● VIRGIN ● £39.99

Power-hungry Gods battle it out on a series of islands using innocent human beings as playing pieces. Build up your race so then can invent new weapons and claim each of the 27 islands in the game. (SegaPro#17, 92%)

MASTER SYSTEM

BATMAN RETURNS ● SEGA ● £29.99

A funny-looking chap called the Penguin is running riot all over Gotham City and it's up to Batman to stop him. At the same time, a mysterious lady called Cat Woman appears on the scene and takes an instant dislike to the caped crusader. Basically a platform game with a few hidden extras. Reviewed in this issue.

TECMO WORLD CUP '93 ● SEGA ● £29.99

Formerly a very playable coin-op footy game, it's now been converted onto the Master System and is set to challenge *Champions of Europe* and *Super Kick Off*. Reviewed in this issue.

STRIDER II ● US GOLD ● £32.99

The last of the Striders – an organisation to protect the world from outside invaders – is called upon once more to do his stuff and save the world. (SegaPro#17, 75%)

KRUSTY'S SUPER FUN HOUSE ● ACCLAIM ● £32.99

Krusty the clown has a problem. Rats have infested his Fun House and it's up to him to lead them to the traps manned by the Simpson gang.

PITFIGHTER ● DOMARK ● £32.99

This Atari coin-op hasn't had a decent version on any console. The coin-op featured stunning digitised graphics using real-life actors to portray the fighters in the arena. (SEGAPRO#15, 75%)

G FOREMAN'S BOXING ● ACCLAIM ● £32.99

Boxing may be the sport of Kings, but this game is simply *Heavyweight Champ* under a different name and in a different box. (SEGAPRO#15, 69%)

GAME GEAR

TOM & JERRY ● SEGA ● £29.99

Jerry likes a lot of things in his life, but nothing comes close to letting Tom chase him and then watching him wince in pain as he falls for one of Jerry's special traps.

TAILSPIN ● SEGA ● £29.99

Baloo and Kit are in a contest that involves picking up cargo from nine exotic locations all around the world. The prize, a lifetime contract for the airline! The game is a combination of platform puzzles and a flying shoot-'em-up. The cartoon is great, hopefully the game will be too.

HOME ALONE ● SEGA ● £29.99

Steer Kevin around his neighbourhood to protect the houses from two very stupid burglars. Place traps in the houses and lead the burglars to their downfall! You are the only person who can protect the houses and their valuables until the police can get a squad car out to you.

E HOLYFIELD'S BOXING ● SEGA ● £24.99

This boxing game was a massive hit on the Mega Drive, but the GG version has a totally different viewing perspective. Check out the review in this issue.

GEORGE FOREMAN'S BOXING ● ACCLAIM ● £32.99

Out on import as *Heavyweight Champ*, this should be hitting the Gear with a shallow punch and you should try out *EH Boxing*. (SEGAPRO#15, 70%)

KRUSTY'S SUPER FUN HOUSE ● FLYING EDGE ● £29.99

Help Krusty and the rest of the Simpson gang to rid his rat infested Fun House in this cross between a platform and puzzler game.

APRIL

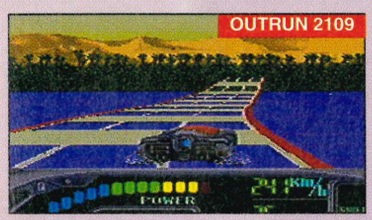
MEGA DRIVE

FATAL FURY ● SEGA ● £39.99
Two brothers fight in a street fighting tournament in the far east to avenge the death of their father. Originally written and released on the Neo-Geo, Sega have got hold of the license and brought it onto the Mega Drive.

CYBORG JUSTICE ● SEGA ● £34.99
Two players can take part in this scrolling beat-'em-up which has an interesting sideline. You can pick up the pieces of the smash robots and bolt them onto yourself, creating over 200 different killing combinations.

CAPTAIN PLANET ● SEGA ● £29.99
Loosely based on the popular TV cartoon series where four young people each hold the power of one of nature's elements. A platform/arcade adventure with multiple characters and a fair bit of environmental education thrown in for good measure.

OUTRUN 2019 ● SEGA ● £39.99
Is there no end to the Outrun series?! This one is set in the very near future and puts you in the seat of a super-fast futuristic car. It has been released in Japan as *Junkers' High* and is reviewed in this issue.



SHINOBI III ● SEGA ● £39.99
Joe is back again, but so are the Neo Zeed! New moves, weapons and magic will all be used to defeat this evil gangster and free the city. (SegaPro#17, 89%).

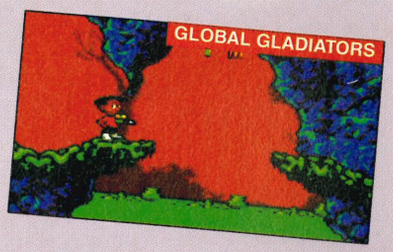
TINY TOONS ● KONAMI ● £39.99
Buster Bunny and his friends cause havoc in your Mega Drive! The SNES version of this game caused stirs due to its fantastic graphics, brilliant sound, immense size and variety of its gameplay.

WARPSPEED ● ACCOLADE ● £39.99
A combination of *Elite* and *Star Raiders* is the only way to describe this game in such a small space. Black holes provide an alien race with the means to lay siege to our planet and the only pilot capable on defeating them.

TMNT – TURTLES ● KONAMI ● £39.99
The official release of the game that's been out in SCART-only import version. Not as big or impressive as the SNES outing, but quite impressive graphics, great two-player mode and lots of action. (SegaPro#17, 86%)

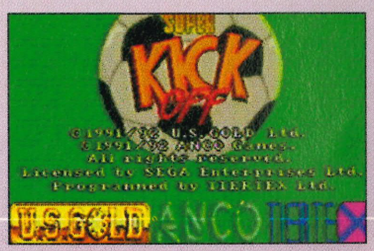
STEEL TALONS ● DOMARK ● £39.99
This started out life as a very good coin-op and then it was converted for the Mega Drive. It's terrible on import, but due to be enhanced for its UK sortie! (Import version, SegaPro#16, 69%)

GLOBAL GLADIATORS ● VIRGIN ● £39.99
Mick and Mack charge around the world, cleaning up all the gunge that's polluting our environment with Ronald McDonald tagging along and helping them out. (SegaPro#17, 93%)



SUNSET RIDERS ● KONAMI ● £39.99
Coin-op conversion of a platform/beat-'em-up set in the old Wild West. Guide your gun-slinger around your town, shooting anyone who looks twice at you! Reviewed in this issue.

SUPER KICK OFF ● US GOLD ● £39.99
This conversion of the Amiga football classic is a real corker. Realistic ball control coupled with numerous options, a selection of tournaments and league matches offers a long lasting appeal. Catch the full review in this issue.



SUPERMAN ● VIRGIN ● £39.99
The man who insists on wearing his underwear over his trousers leaps his way onto your Mega Drive. A mixture of platform action coupled with a scrolling beat-'em-up. Complete review in this issue.

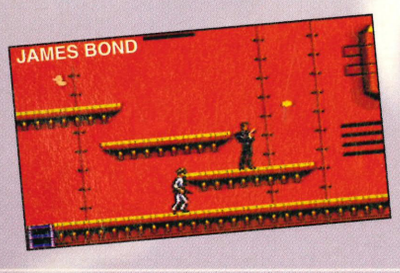
PAPERBOY 2 ● DOMARK ● £39.99
Formerly an Atari coin-op, the first *Paperboy* game has been released on every format imaginable. *Paperboy 2* follows along the lines of its ancestor, placing you in control of a young paperboy on his early-morning rounds.

WIMBLEDON TENNIS ● SEGA ● £34.99
Another tennis game from SEGA that will be hoping to cash in on the great British summer tourney, but will it match the standard set by *Super Tennis* on the SNES?

MASTER SYSTEM

WONDER BOY IN MONSTER WORLD ● SEGA ● £29.99
A cross between a platform game, kid's game and an RPG. Released last year on the MD, it did well due to its cutesy look and large size. Guide Wonder boy as he struggles to rid his land of monsters. Reviewed in this issue.

JAMES BOND – THE DUEL ● DOMARK ● £29.99
As James Bond, you must stop Professor Greypen from launching his satellite and thereby holding the whole world to ransom. This is similar to the MD version and is reviewed in this issue.



STREETS OF RAGE ● SEGA ● £29.99
There isn't a single decent beat-'em-up on the Master System. Sega hope to cure this astounding problem with the release of *Streets of Rage* where you take control of a group of ex-police officers intent on removing Mr X's gang from the streets of their city.

HOME ALONE ● SEGA ● £29.99
Knowing that all of the householders are away for the Yuletide, two fairly stupid burglars pick the wrong house to ransack. Kevin must set up traps to slow the villains down until the police arrive.

WORLD TOURNAMENT GOLF ● SEGA ● £29.99
Golf games are few and far between on the Master System, so the release of this title from Sega has to be a godsend to any budding armchair golfers in the Master System community.

CALIFORNIA GAMES 2 ● SEGA ● £29.99
California Games 2 is the latest in a series that started way back. *Summer Games* broke more joysticks than any other game on record and *California Games 2* follows along the same lines, except for the joystick-breaking bit.

RENEGADE ● SEGA ● £29.99
Not content with one beat-'em-up release on the Master System, this month Sega have covered their bets with a second. *Renegade* uses the same viewpoint as *Double Dragon* and, in essence, is the same. Violence-loving gamers should enjoy it immensely.

RAINBOW ISLANDS ● SEGA ● £29.99
Another classic Amiga game converted for the SEGA family of consoles. This is the sequel to the hugely successful Bubble Bobble which caused quite a few headaches and late nights among Master System owners.

CAPTAIN PLANET ● SEGA ● £29.99
Loosely based on the popular TV cartoon series this is a platform/arcade adventure with multiple characters and a fair bit of environmental education thrown in for good measure.

WIMBLEDON 2 ● SEGA ● £29.99
Wimbledon is the best tennis game on the Master System. Compete in a full-blown Wimbledon tournament or just a practise game. Singles and Doubles games are on offer and you can even team up with a friend against the computer.

SPIDERMAN 2 ● SEGA ● £29.99
Spiderman was one of the big releases for the GG last year. Now, every GG owner who bought the original keenly awaits the sequel. Help Spidey defeat his arch-enemies again as the lives of everyone in his city are under threat.

GAME GEAR

CHAKAN ● SEGA ● £39.99
The Forever Man is still searching for the most treasured of prizes among the Immortal. The prize is death and he's going to find it in your Game Gear! Reviewed in this issue.

CRASH DUMMIES ● ACCLAIM ● £29.99
The USA has a strange affiliation with these psychopathic dummies; they've even given them their own cartoon series. Now they have their own game in which you must help them perform stunts of varying complexity and danger.

GREENDOG ● SEGA ● £29.99
Greendog has been beach without his surfboard and it's up to you to help him gather the pieces and surf into the sunset!

GLOBAL GLADIATORS ● VIRGIN ● £29.99
These Mick and Mack characters get everywhere! Clean up the world with the aid of a splurge gun and a bit of help from a "Green" Ronald McDonald!

HUMANS ● IMAGITEC ● £29.99
Help the many Prehistoric humans survive their harsh, desolate environment. They're thick, stupid, dense and a little bit on the hairy side! A variant on the *Lemmings* theme.

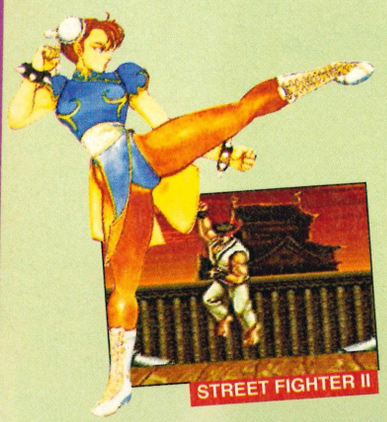
SPIDERMAN 2 ● Flying Edge ● £29.99
More Spider-related antics with the infamous web-slinger! After the Kingpin met his match in the original Spiderman, the heat is on for Spiderman, yet again.

MAY

MEGA DRIVE

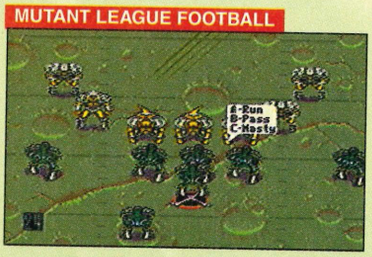
F-15 STRIKE EAGLE ● MICROPROSE ● £39.99
This was one of Microprose's first flight sims and it now been converted for the Mega Drive. While not as detailed as the mammoth PC flight simulators, *F22 Interceptor* proved that it could be done on the Mega Drive and Microprose are hoping that their release will fill the gap in the Mega Drive games market.

STREET FIGHTER II ● SEGA ● £39.99
The hottest (and most hyped) game for ages is going to hit your Mega Drive in mid-April. You can play any of the last characters (ie M Bison, Vega, Sagat and Balrog) or you and a friend can choose a character and fight each other in a grudge match! There's a six button joypad to go with the game, allowing you to execute all the moves and combinations that are present in the arcade version.



SHINING FORCE ● SEGA ● £39.99
This imported RPG is the sequel to *Shining in the Darkness* and was let down by the huge amount of Japanese text in the game. Now it's in English and it's looking just as good!(SEGAPRO#13, 83%)

MUTANT LEAGUE FOOTBALL ● EA ●£39.99
Play a version of American Football with a few twists! Kill opponents, fellow players or even the referee! Dangerous tackles and underhand tactics are the norm in this game and, frankly, the players love it that way! Full preview in this issue.



STAR WARS ● US GOLD ● £39.99
SNES owners have had the pleasure of playing this game for quite a while and now Mega Drive owners will have the chance to battle against the dark side of the Force and the big guy in black with the nasal problem. Fight a running battle with Imperial troops as you attempt to escape from your home planet and lead the Rebel Alliance to victory.

BATTLETOADS ● SEGA ● £39.99
These guys must have been created just to take the mickey out of the Turtles! Available on the big "N" for quite a while, you control a super-human ninja toad who fights his way through a scrolling beat-'em-up game. A refreshing change from serious beat-'em-ups and has a lot of humour imbedded into the game.

ANOTHER WORLD ● VIRGIN ● £39.99
First released on the Amiga around this time last year, it used filled vector graphics to create the main characters as well as the backgrounds. Fluid, realistic movement resulted from this strange approach to animation and made this game one of the best. Reviewed in this issue.

BUBSY THE BOBCAT ● ACCOLADE ● £39.99
We've had hedgehogs, foxes and even fat Italian plumbers as console mascots. ACCOLADE are hoping that their new character will overtake all of these. Featuring stunning graphics, animation and sound, ACCOLADE may be in with a very good chance of doing just that. Full preview in this issue.

STRIDER II ● US GOLD ● £39.99
The last survivor of the Striders, the once great protectors of Earth, is called upon yet again to save the world from alien invades. All he has is a sword, and the ability to swing from girders and platforms. Not an easy task, I'll grant you...

COOL SPOT ● VIRGIN ● £39.99
The main character for this platform game is the red spot on the logo for the 7UP drink! He's sprouted arms, legs, a pair of white sneakers and some rather cool black sunglasses. Weird or what?

MIG 29 ● DOMARK ● £39.99
Fly the most feared jet of the communist nations (not that they exist anymore!) against the decadent American capitalists and their massive, slow fighters. Not for the faint-hearted.

SUMMER CHALLENGE ● ACCOLADE ● £34.99
Up to ten players can compete in a series of eight challenging athletic events designed to seriously wreck your joypad! You can even use the instant replay feature to antagonise your opponents as you watch you record-breaking sprint for the fifth time!

J NICKLAUS CHALLENGE ● ACCOLADE ● £39.99
Play on two of Jack's finest courses – English Turn Golf Club and the rugged Sherwood Country Club. Play in either practise or tournament mode against up to three computer of human opponents. A definite contender to *PGA Tour Golf 2*.

POPULOUS 2 ● VIRGIN ● £39.99
Even though *Populous 2* has been out on the home computer formats for nearly a year now, it's only just about finished on the Mega Drive. The name of the game could be changed to *Two Tribes* instead of *Populous 2*, but we'll just have to wait and see what the final outcome is.

BULLS vs BLAZERS ● EA ● £39.99
More NBA basketball action with updated team, stats and even more players to choose from. Pick your team members and send them on the court. Pass, dribble and shoot the ball into the net to rack up points for your team. You can play a single match or a full-blown league season in this mammoth basketball extravaganza.

INT RUGBY CHALLENGE ●DOMARK ● £39.99
Rugby isn't the easiest of sports to convert onto a console, but DOMARK have given it a go and converted the game onto the Mega Drive. This is set to be the *Super Kick Off* of the rugby world.

FLASHBACK ● US GOLD ● £44.99
The long-awaited sequel to *Another World* has been one of the most eagerly awaited games on the home computer formats. The Mega Drive version is nearing completion and features the same stunning animation as its predecessor.

MASTER SYSTEM

T2: THE ARCADE GAME ● ACCLAIM ● £32.99
Help Arnie keep John Connor alive while shooting anything that moves! Based around the T2 coin-op, this one should be a blast!

BATTLETOADS ● VIRGIN ● £32.99
Take control of these amphibious martial arts experts as they slice their way through all manner of nasty creatures and monsters. You can't help but wonder if the designers of the *Battletoads* were taking the mickey out of the Turtles!

PAPERBOY II ● DOMARK ● £32.99
Guide your paperboy around the early-morning streets, delivering papers to your customers and smashing the windows of all the other houses! There are plenty of obstacles to avoid, including discarded toys, children and oncoming cars!

GLOBAL GLADIATORS ● VIRGIN ● £32.99
Mick and Mack need your help to clean up the Earth. Guide them around in this colourful platformer, killing any slime monsters or obstacles in your way.

COOL SPOT ● VIRGIN ● £32.99
The main character for this platform is the red spot on the logo for the 7UP drink! It's being released on all formats at the same time, so expect to see a slightly cut-down version of the Mega Drive game.

POPULOUS 2 ● VIRGIN ● £32.99
Yet another game that's being release on all formats simultaneously. Take control of an entire civilisation as you attempt to overpower and destroy anyone who dares to cross you.

STAR WARS ● US GOLD ● £32.99
Defeat the evil Darth Vader with the help of Luke Skywalker and his rebel friends. Can the Rebel Alliance destroy the Death Star and free the galaxy from the strangle-hold of the Empire? You can find out soon...

GAME GEAR

PAPERBOY II ● DOMARK ● £29.99
Deliver papers to your customers while teaching all of the other householders a lesson by throwing papers through their windows! Avoid the oncoming traffic and the obstacles on the pavements.

JAMES BOND ● DOMARK ● £29.99
Mr 007 himself battles against an evil professor and his plan to launch a deadly laser satellite into orbit and thus hold the entire world to ransom. Armed with only his trusty Walther PPK, Bond has to eliminate all of his old enemies before he can start to sabotage the professor's plan.

COOL SPOT ● VIRGIN ● £29.99
Spots appear everywhere and anywhere. The Game Gear is no exception to this universal rule-of-thumb. With excellent music and compelling gameplay, this is sure to be a summer hit.

POPULOUS 2 ● VIRGIN ● £29.99
Fancy becoming a megalomaniac while on the move? Now you can, because *Populous 2 (Two Tribes)* is going to slash its way onto your Game Gear soon.

STAR WARS ● US GOLD ● £29.99
Re-create the epic battle between good and evil in this long-awaited game-of-the-film. Help Luke Skywalker and his friends overthrow the Empire and it's evil Lord Vader.

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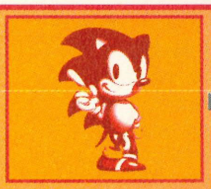

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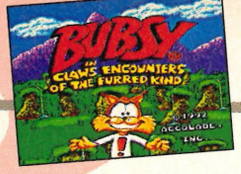
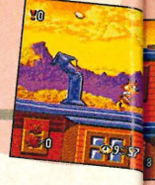
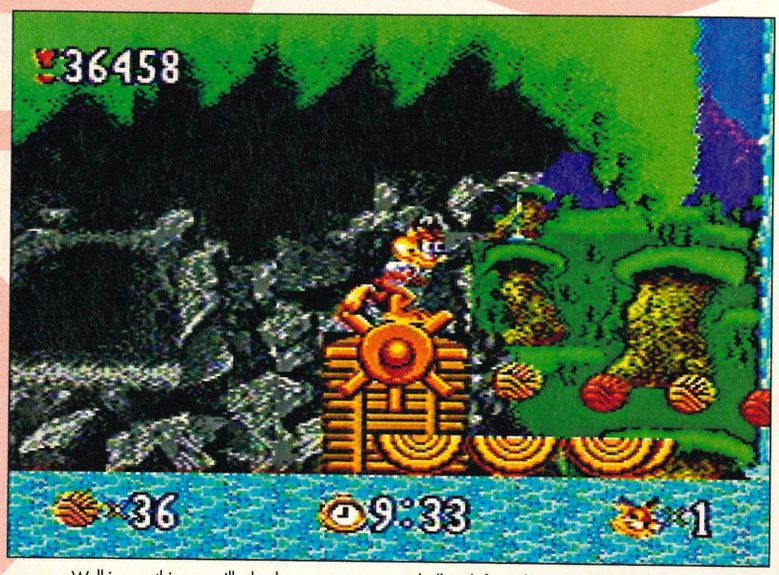
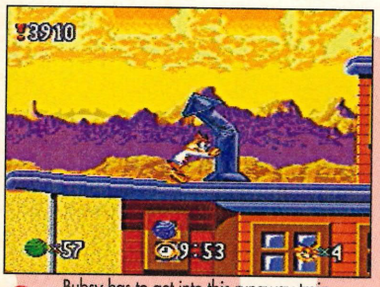






Walking on this cog will wheel out a scrummy yarnball path for Bubsy to walk along. There's all sorts of little touches like this throughout the game, adding bags of charisma to gameplay!

Bubsy at the fair! Even our hero Bobcat has to have some fun and shooting around in this rocket certainly passes the time! This level features many different fairground rides and millions of sacred yarnballs.



Bubsy has to get into this runaway train and stop it before it crashes. It's not as easy as it sounds.

Elements of *Taz-mania* can be seen in a lot of levels – here Bubsy jumps the same waterfalls that can be seen in Taz.

This higgledy-piggledy house is part of level one. Gameplay is fairly simple here, but action is very fast!

Bubsy won't be hitting the Mega Drive until June, but this little furball is causing more than a stir in the console world already. When people say this game is going to be big – they mean it! Bubsy takes up a whole 16Mbit of cartridge and looks set to out do every other game on the market!

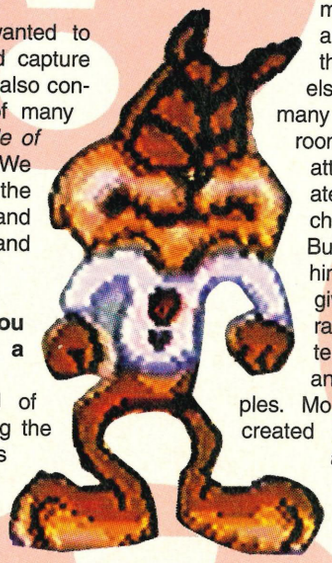
John Skeel, the programmer is currently snowed under putting the finishing touches on this huge project, but he managed to answer a few of our questions on the hype behind *Bubsy*.

Who conceived the game and where did they draw inspiration from?
There are four major contributors to the conception of Bubsy: Mike Berlyn, Beckett Gladney, Ken Macklin and myself. Much of the inspiration has come from Warner Brothers and other cartoon characters such as Bugs Bunny.

The game is very fast and seems to resemble a cross between Sonic and Taz-mania. Is this what you hoped to achieve?
To an extent, yes. We wanted to achieve a game that could capture the speed of *Sonic*, but we also considered the good points of many other games such as *Castle of Illusion* and *Quackshot*. We also wanted to capture the depth of the Mario games and add our own features and gameplay from there.

What happens after you have the initial idea for a game?
We start with a proposal of around 20 pages, describing the characters, time schedules and budgets. I then have to get a team together and everything is created on paper. After that, it's a matter of putting all the pieces together! Once a running prototype is created, we test it with new players and adjust it from there. The last stage is getting the game through the quality control team who comb the product for bugs and errors. Then that's it! Lots of rest and beer!

What does Bubsy offer to the Mega Drive audience?
We've tried to make a game that is easy to play but hard to master. There is a lot of depth through the levels and there are many hidden bonus rooms. We've also attempted to create more of a character with Bubsy, making him bigger and giving him a wide range of characteristics, actions and speech samples. More space was created for additional animation frames for Bubsy and his enemies.



Hey, who's cool! Apart from saving the planet, Bubsy finds a lot of time to stand around looking hip.

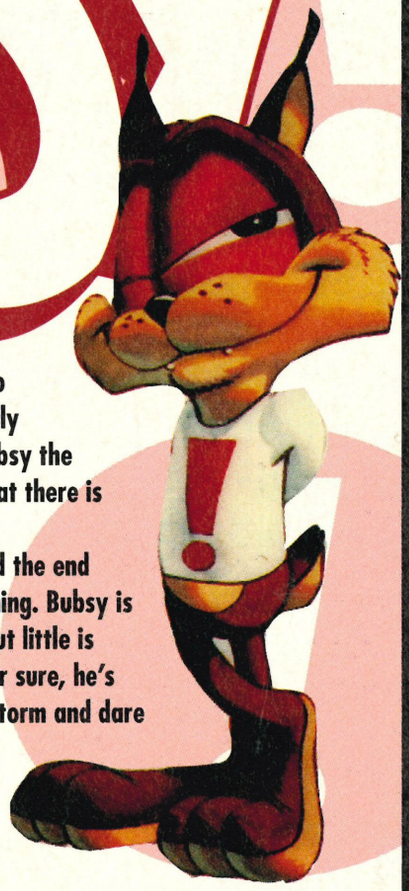
How long has the project taken?
An original proposal was made in July 1991 and the team was fully assembled and working by January 1992. The schedule has run much longer than we anticipated, due to the injunction against Accolade (by Sega). That lasted five months, but we still expect to have a version out by May.

What are your favourite games?
It changes according to new releases. I spent days last summer playing *Civilization* and I also enjoyed *Populous*. I'm addicted to *Columns* and played *Sonic* constantly until I finally finished it! In the last six months, I haven't had time to play anything except *Bubsy*.

Finally, do you prefer Sega or Nintendo?
I produce games for both machines and they both have their own strengths. The SNES has a larger colour palette, but the Mega Drive's two processors and speed allow for more special effects and faster, smoother animation! Both versions will be similar, but the Mega Drive version should be faster.

BUBSY

In: CLAWS ENCOUNTERS OF THE FURRED KIND

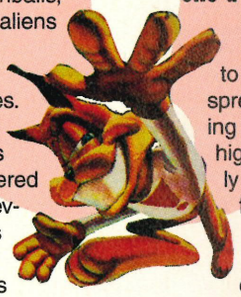


Platform games are beginning to become a bit of a drag, but thankfully Accolade are about to change all that! Bubsy the Bobcat is the coolest, cutest street cred cat there is and boy, has he got attitude!

It's taken over two years to program and the end result is starting to look absolutely stunning. Bubsy is already tipped to become a Mega Star, but little is known about this cool cat. One thing's for sure, he's sure to take the Mega Drive market by storm and dare we say it – even give the blue spiky one a run for his money?

GAMEPLAN

The game's plot has Bubsy in search of his beloved yarnballs, stolen by mad aliens who believe they're the only fuel for their plasma engines. Somehow all Bubsy's yarnballs have been scattered across 16 huge levels and he just has to retrieve them.



There's no less than twelve unique death sequences for the feisty feline. In fact, by the end of the game you might feel a bit worse for wear, because this is one big game! It's made up of five worlds, each with three levels except for the final one, which is split into four stages. There's also a stack of bonus levels to discover and lurking at the end of each world, a mega-guardian to defeat. Bubsy introduces each level with a few lines of digitised speech and the spot effects are very realistic.

PROS

Apart from *Streets of Rage 2* and *Land Stalker*, this is one of the few 16 Mbit cart to become available. This in itself shows the game has high standards! Apart from the different death sequences, *Bubsy* also features cartoon-like scrolling and many sub-games.

One novel touch is Bubsy's ability to glide. Press the A button and he spreads out his arms, gracefully gliding downwards – mastering this on higher levels is crucial. This certainly gives the game its own distinct feel.

It's easy to control, easy to play and great fun at the same time. It combines speed with excellent graphics and challenging gameplay and won't be finished quickly! Even if you get through the levels in a few hours, there are many different routes to explore. There are also many extra lives and bonuses to be picked up, all adding to the depth of gameplay.

PROPLAY

After only having an hour to play this very big game, it's tough to judge difficulty properly, but it certainly doesn't seem too easy. *Bubsy* has all of Sonic's speed but no rings. If you hit anything lethal, you're dead, simple as that, but thankfully there are reset points.

BUBSY THE BOBCAT

ACCOLADE ● £39.99 ● OUT JUNE

CART SIZE....16Mbit
PLAYERS 1
STAGES.....16
SKILL LEVELS 5
FEATURES .....n/a
CONTACT

Accolade ✆ (081) 8770880

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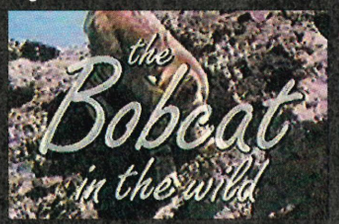
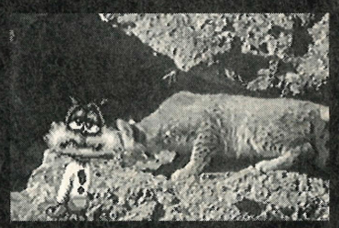
BUBSY HITS THE BIG SCREEN!

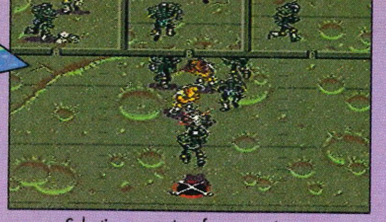
Well, there's no doubt that Bubsy is going to be a big celebrity, but he's also starring in his own film! The Bobcat in the Wild features the life and times of the Bobcat and it is set to be shown alongside the game in console shops. There's also talk that he may star in a national advertising campaign! This could result in all sorts of spin-offs and, who knows, he may even get his own TV show out of it!

The video cost a whacking £50,000 to make and is basically a spoof of serious wildlife documentaries. More importantly, it shows that this cat isn't about to be pushed around! Bubsy has some serious attitude and bags more charisma than Sonic! Is this the whole idea though? Someone has to knock Sonic off the number one spot and who could do it better than Accolade – the same people involved in a cut-throat dispute with Sega themselves!

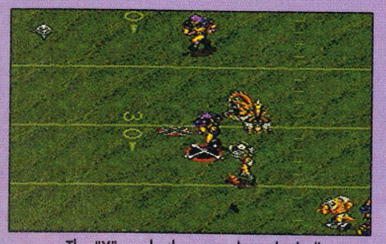




MUTANT LEAGUE FOOTBALL

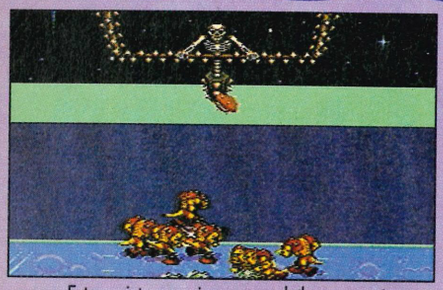


Selecting a receiver for a pass is a crucial aspect of the game. Here, receiver C is wide open for the touchdown pass.

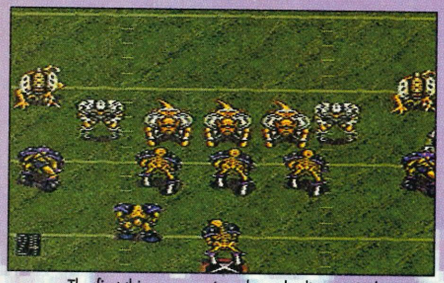


The "X" marks the spot where the ball can be caught. The blue player has some running to do if he wants the ball.

Every player has something to say in this game! After a good play, a team member will put in his pennies worth.



Extra-point conversions are much the same as in *John Madden's Football* with the extra twist of a cheering skeleton if you score!



The first thing you notice about the line-up is the smaller number of players on the field. This isn't the disadvantage that it seems, though.

One of the more entertaining plays is called *Kill the Ref!* It can only be called from an audable, but is so funny that you can't help using it.

GAMEPLAN

Aliens are strange – they wouldn't be called "aliens" if they were like you and me. They tend to like many of the same things we do, except for an occasional alien twist.

While the Americans play their version of Football, a far-off galaxy has its own version of America's national sport. Instead of the smooth, artificial pitch with its carefully marked-out lines and figures, the aliens play on rubble strewn battlegrounds suspended in space.

The teams are made up of anyone who likes violence and, in this galaxy, that's approximately everyone! Players wear spiked body armour to increase the amount of damage they inflict on opponents and even the odd weapon will show up on the pitch. Death is common and so are fights, but the crowds love it and you've got to do something with your Sunday afternoons, haven't you?

PROPLAY

Underneath this brash exterior is a very different kind of American football challenge. For a start, you don't have to contend with the ball being switched for a stick of dynamite in *Madden's '93*, nor can you bribe or, if all else fails, kill the referee!

Players can be substituted and moved around in the line-up and the Audible play calls have been made a little simpler to understand. A speech bubble appears above the Quarterback's head and serves as a menu for your selections. The pitch represents the most dangerous element off the game: hidden land mines, spiked pits and the odd hole all serve to put more of your players into body bags. Players can physically fall off the edge of the playing field and into outer space if you're not careful where you run!

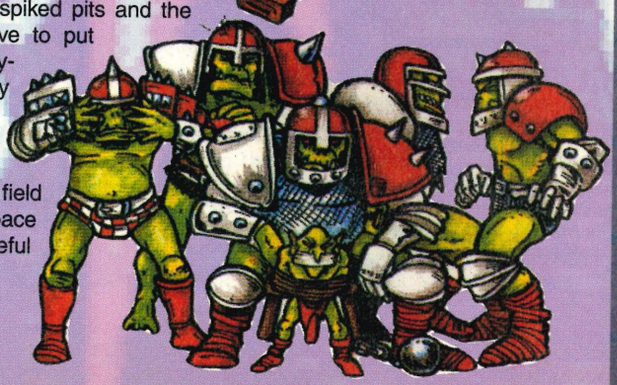
American football is a bit rough, but you hardly ever see a player wander over to the referee, open his mouth, jam a stick of dynamite into it, light the fuse and then run away in hysterical laughter, do you?! *Mutant League Football* thrives on this sort of perverse humour. The teams are made up of monsters, aliens and robots and only have two objectives: (1) Kill the other side and (2) Score some points if absolutely necessary.

PROS

Sixteen teams compete for the alien-equivalent of the Superbowl, each with their own strengths and weaknesses. There are also nineteen different stadiums to play and each one has its own barbaric surface. The level of violence within the game can be changed to suit the taste of the player. Setting it to the highest level will drastically reduce the lifespan of your team.

The game plays very similar to *John Madden's '93* as far as the play and receiver selection are concerned. There are also a few similarities on the pitch, but these are negligible.

It could be argued that this game is a cross between a cut-down version of *Madden's* and the board/RPG game *Blood Bowl*, but it plays differently, has its own tactics and strategy and looks like a real contender for the 'M[illegible] Bloodthirsty Game' award!



MUTANT LEAGUE FOOTBALL

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CART SIZE.....8Mbit
PLAYERS 2
STAGES .....n/a
SKILL LEVELS.....5
FEATURES.....versus
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REVIEW SYSTEM

INTRODUCTION

Just a quick rundown of the story behind the game. Usually a quick resumé of what the inlay says – but not as boring.

PROVIEW

The real meat of the review. Here you can find out what we think of every single element of the game. We'll walk you through the game, talking about the graphics, sound, how it plays, and interesting things you may encounter. This is the most informative part of the whole review.

PROTIPS

Just a small slice of help that should make your first few minutes of play less frustrating and hopefully a lot more fun.

PROFILE

All the info you'll need. The phone number given is of the main supplier in the UK and who the Pros got the game from. If the game's on import only, it'll contain an importer's phone number only.

The Action/Strategy bar reflects how much strategical element is in the game – it does not mean that the game is a strategy game – you have to read the review comments to discover a game's category.

PROSCORE

We pick out the good and bad points for graphics, sound, gameplay and challenge. While a game may score highly on graphics and sound, it may severely lack in playability. If this is the case, the scores will reflect it. The overall ProScore is calculated from our final opinion of the game, taking into consideration every single factor – including price! This is not an average of any score.

PROYO!

A ProYo! is awarded to any game which receives a rating of 90% or over. Any game which does fall into this prestigious category should definitely be in your collection.

MASTER GEAR

Every Master System review features a section which details how the game played on the Game Gear through the Master Gear convertor. Are the graphics visible, etc.

IMPORTS

If you want to get games on import, then there are a few points worth remembering which mostly concern the type of machine you own and the games that will run on it.

Japanese machines will run all UK, USA and Asian cartridges, providing they don't have the notorious "PAL lock" on them.

UK machines will play UK and USA carts without any problems, but can't play Japanese carts without an adaptor. Also, some Jap carts will only produce a picture through the AV socket on the back of the Mega Drive. This means that they can only be played on a SCART TV or a monitor.

The obvious disadvantages with import games become apparent when you try and play a Japanese RPG when you can't speak the lingo! However, shoot-'em-ups, beat-'em-ups and platform games need very little in the way of instructions, so these should be okay.

PROTALKERS

No matter how hard we try even the SegaPros are fallible. That is why we want your help. If you'd like to give your opinion of the latest games, then send us your details. Every month we'll pick out a handful of ProTalkers and send them a special ProTalker review pack.

This means you'll get the chance to play one of the latest games, and give us your views. Then, in the next issue, you'll get your (almost) unexpurgated ProTalk review printed alongside our reviews in SegaPro. If you fancy becoming a ProTalker, send your name, address and telephone number to *ProTalk, SegaPro, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.*

101

MEGA DRIVE

24 SUNSET RIDERS 87%

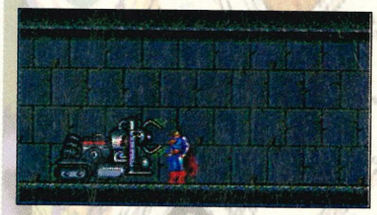
Authentic cowboy and indian action is abundant here and guess who wins! Moral issues aside this is one of the best platform shooters around!

32 SUPER KICK OFF 83%

The most realistic football game to date? Flawless scrolling, a multitude of options and a few fouls thrown in for good measure.

36 SUPERMAN 62%

Bit of a disappointment. Fiddly controls make this hard to play and a high difficulty setting pushes frustration levels to the limit.



43 G-LOC 80%

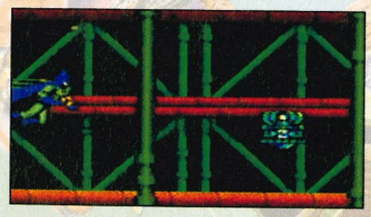
More mindless violence! An almost identical version to the arcade simulation. Take to the skies and blast away as many enemies as possible!

46 ANOTHER WORLD 92%

There's never been an MD game like this before! Revolutionary graphics beautiful animation and highly addictive gameplay.

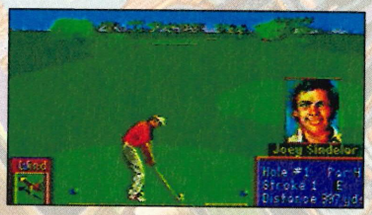
50 REVENGE OF THE JOKER 84%

Better than all of Sega's Batman versions put together! This shows just how well it can be done and puts shame to the big S!



53 PGA TOUR GOLF II 90%

A follow-up to one of the best golfing games ever on the Mega Drive. Play it alone or with friends and become supreme champ.



58 HUMANS 86%

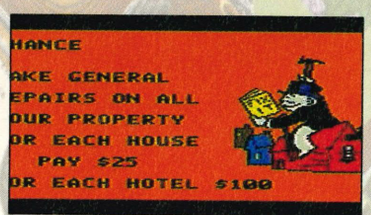
Join the humans on their quest to become supreme beings on Earth. Fail and they'll be doomed to swinging about in palm trees for all eternity!

59 OUTRUN 2019 84%

Not another episode in the *Outrun* saga! Set far into the future, it's the best *Outrun* so far and offers a wicked challenge.

62 MONOPOLY 76%

Play one of the world's most popular board game in the comfort of your own screen. Then again, maybe you had better not!



62 CLUE 84%

Was it the Vicar in the library or was it Professor Plum in the kitchen? Either way, board games on the MD aren't that much fun.

reviews INDEX

MEGA CD

26 MAKE MY VIDEO **89%**
A novel concept for the Mega-CD. Cut, edit and add your own little touches to Kriss Kross videos. Then let the judge decide how well you did.

38 SHERLOCK HOLMES **93%**
A welcome change to an action-packed market. Join Sherlock and see if you can solve either of the three mysteries that your given.

54 HOOK **69%**
Brilliant visuals and an enchanting storyline. All the right ingredients for a great game but slightly lacking on gameplay.

60 CHUCK ROCK **82%**
Old stonehead himself has finally arrived on the Mega-CD, but was it worth the wait? Not much different from the Mega Drive version really.

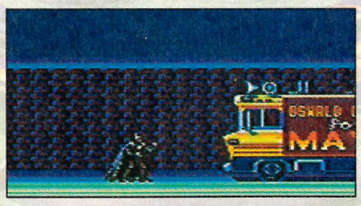
MASTER SYSTEM

28 TECMO WORLD CUP '93 **69%**
This version is very different from the arcade smash hit, but still plays well on the MS. Fast and furious action from start to finish.

34 JAMES BOND **78%**
Not many sultry temptresses to be found here, but there are some excellent graphics. Let down slightly by it's shallow gameplay.

40 WONDER BOY 4 **90%**
An all round stunner! Huge game area, great graphics and a few puzzles thrown in for good measure. Can you do without this one?

56 BATMAN RETURNS **53%**
Batman returns, yet again – this time to the MS. Follows in the Mega Drive's footsteps in that it looks great, but is fairly unplayable.



GAME GEAR

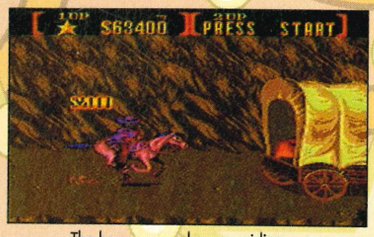
30 EH BOXING **84%**
Only the second boxing sim to appear on the Game Gear. Brilliant in that it's very realistic and provides a challenge for all abilities.

44 THE LITTLE MERMAID **71%**
Ariel may look the business, but that's about as far as it goes. A waste of a Disney licence and not much fun unless you're a beginner.

48 CHAKAN **90%**
Help Chakan reach his aim for eternal rest by defeating the forces of darkness. Throw in a few swords, a bit of magic and voila! Outstanding!

63 STREETS OF RAGE **86%**
More beat-em-'up action from the true masters. Riveting fun from start to finish. Looks like you can't go far wrong with this.

Indians aren't the friendliest of people in the Wild West and the only way to deal with them is to shoot them!



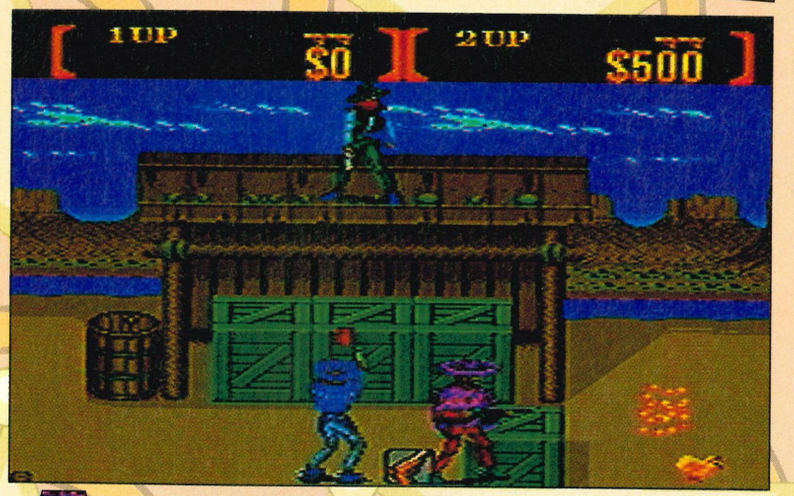
The bonus game has you riding a horse and collecting items thrown out of the back of a covered wagon.

If you enter some of the buildings in the game, you're rewarded with a power-up item and a pretty girl!

The Wild West isn't exactly the best place to live in if you don't enjoy booze, poker and gunfights. Most of us have only seen this kind of place in the movies, but this theme was used as the setting for one of last year's biggest coin-ops.

***Sunset Riders* was a great success in the arcades and Konami, being a group of forward-thinking dudes with an eye for a profit, have successfully converted the coin-op smash onto the Mega Drive while retaining its original appeal.**

You and a friend, if you have one, control goody-goody bounty hunters, looking to rescue a group of girls captured by the unlawful folk of your town. Loading up your gun, you set off to free the damsels in distress and kill whoever stands in your way...



After beginning life as a coin-op arcade around a year ago, *Sunset Riders* has been converted by arcade giants and Sega newcomers, Konami.

The game opens up with a pleasing title screen, showing our two heroes riding off into the distance. The Japanese programmers have painstakingly produced a heat-haze effect that looks very impressive, but unfortunately, isn't used during the game itself.

Sunset Riders can be played by one or two players and, consequently, there are two characters to choose from. The first, Billy, is a smooth looking dude who likes to keep his Peacemaker pistol with him at all times, whereas Carmano is a black-toothed Mexican who enjoys nothing more than shooting people with his riot gun and drinking a lot of tequila!

The game is reminiscent of *Rolling Thunder 2*. Players can leap up onto the higher levels of some buildings or enter saloons to pick up bonus items (and the odd scantily clad young lady!). Each player can collect power-ups that don't do that much, except for give you an extra gun and a rapid-fire capability. These are very useful when you come to meet the bosses in the later stages, but the advantage isn't too great during the normal part of the game.

Each time you shoot someone, they drop a shower of coins that can be picked up and added to your score. As you are bounty hunters, the object is to collect as much money as possible.

On occasions you may come across a purple bag lying on the

PROTIP To kill the first level-guardian, concentrate your fire on the two barrels that protect him from any of your shots. Once you've blown these away, his easy pickings!

The second level-guardian is a slightly chubby Mexican called Paco Logo. He uses a large shotgun to dissuade you from doing anything rash! He may be big, but a face full of shotgun pellets will hurt anyone, including this fat, greaseball.

Choosing your character is a matter of personal taste. Billy uses a Peacemaker pistol and Cormano uses a shotgun.

The gun icon gives your player two guns to use in the game. They can be picked up from bags or buildings.

Most of the politicians in the Wild West were Irish.

SUNSETRIDERS

ground. If you shoot these, they open to reveal more bonus items including a very powerful stick of TNT! You can either pick this up and throw it or set it off with a well-placed shot from your gun.

Each level in the game takes place in a different part of your neighbourhood. The first level is set in the centre of town, with its saloons, shacks and hotels. The second level is set on a moving train and it's not just the gunslingers that you have to look out for! Every now and then, the train will pass a mailbag collection arch that can knock you off and kill you if you don't manage to jump over it. The later levels also include an Indian reservation and a rich cowboy's mansion.

Presentation and graphics are way above average. The sprites for the main characters and the enemies are large, distinctive and animated simply, but effectively.

The sound effects are very impressive and even include a few noisy speech samples. Most of the sound effects are of shots and explosions with the several tunes that is barely audible in the background over the clutter of gunfire! The difficulty level is set about right and the normal setting offers quite a rewarding challenge for two players as they only have five continues between them.

Sunset Riders is an enjoyable shoot-'em-up with the added twist of a platform game and the simultaneous two-player mode.

● **Dino "William H" Boni**

JASON SAYS:

This is a really enjoyable platform blaster that gives the player plenty to do, rather than the usual chore of admiring cutesy scenarios and solving puzzles. Battling through each level is quite a challenge and repetition isn't a problem because the graphics are varied.

Gameplay is outstanding, requiring quick reactionary moves throughout. Reeling off shot after shot makes it totally furious. A clever bonus stage at the end of each level just adds to the overall comical feel. This is certainly the 'Baddest Game in the West' in the best possible sense. Very impressive.

JASON

● The versus game pits the two characters against each other. If you hit your opponent 10 times, you win!

No-one knows if Pat Garrett really did shoot Billy the Kid.

SUNSET RIDERS

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ACTION
STRATEGY

GRAPHICS 83%

▲ Large, bold sprites are simply, but effectively animated with plenty of colour.
▼ The backgrounds vary in quality from very good right down to dire!

SOUND 87%

▲ Plenty of spot-effects during each level and some rather scratchy speech!
▼ The music is sometimes drowned out by the sound of gunfire and dynamite.

GAMEPLAY 85%

▲ Very much like *Rolling Thunder 2* with lots to offer two players.
▲ The bonus game gives a little respite from the frantic blasting of the normal stages.

CHALLENGE 80%

▲ Set the difficulty level to normal and you have a tough game ahead.
▼ The easy level is a doddle, while the hard setting is more or less impossible to complete.

PROSCORE 87%

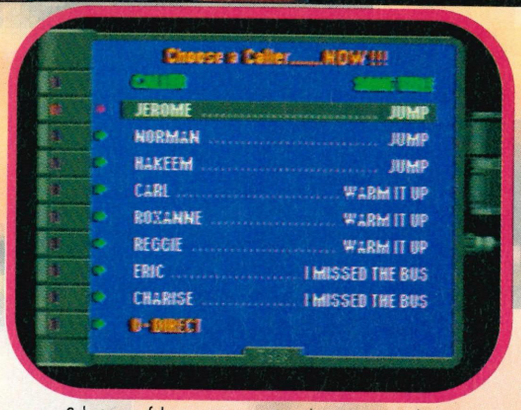
Until the arrival of *Rolling Thunder 3*, this is going to stand as a great platform/shoot-'em-up romp.

MEGA-CD

Having just woken from a long night on the town, the MTV video channel kept flashing through my mind. I could do that. I could make those music videos which hype and sell a band.

After a short a journey, I arrive at my local Sega video games shop to see what has just come in. Wow! Make My Video? What more can I ask for in a new and totally blinding Mega-CD format?

Budding musicians, video producers or anyone who would enjoy 'a go at it,' can now experience the thrills and spills of creating music videos. This is for anyone who, at one time or another, has wished that they could create a brilliant video. Now that wish can come true.



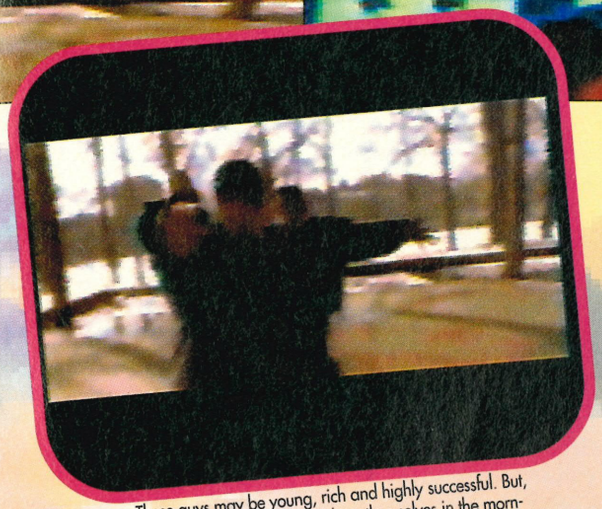
Select one of three tunes or go into the U-Direct mode. "Jump" a little higher or "Warm it Up." The choice is yours, but can you handle the bass?

"Make My Video"

Kris Kross are signed to the Ruffhouse recording label – the same as hip hop star Tim Dog.

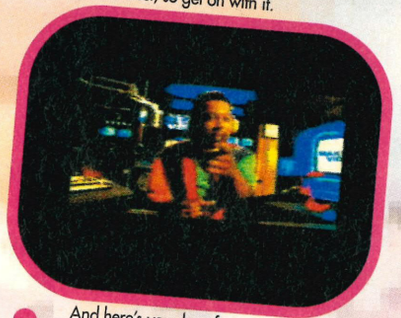
Impressive CD-quality vibes rock through the speakers through a colourful and exciting introduction. A cool and talkative MC appears within the confines of a mixing studio. Basically, he runs the show and you should listen to everything he says, brother. Go into the options screen to select the chosen track and you're away.

Jump, Warm It Up and I Missed The Bus star as the title tracks. As a contestant of a TV video request show, you must take calls from callers and produce a video to their specifications. Once the video has been completed, you're awarded with a final score. A thumbs up or thumbs down, depending on how well you do, is offered from the MC or one of his fellow studio bud-



These guys may be young, rich and highly successful. But, they still don't know how to dress themselves in the morning. Backwards, man!

It's time to put all those hours of practise into effect. The callers want their video to be the best, so get on with it.



And here's your host for today, MC Yo Yo. He may be funny but he's absolutely no use to you whatsoever.

Hardcore youngsters in the area. These doods are a tough pair, so watch what you do to their video. Mess it up and they'll mess you up. Watch the playback and wait for the judges to decide if you're any good. Take care if you're given the thumbs down!

Oh no, he's back again! What does this guy want? As little as possible hopefully, so get on with it, again!

dies.

As well as this, you can go into the U-Direct mode. Here, you can create your own masterpiece to your own specifications, but the fun soon wears off. Creating a video to the callers requirements is far better and the on-going challenge keeps you glued to the screen until you succeed.

The animation and speech is fantastic. The most impressive aspect is that not only does the video screen play at real time, but editing it is very user-friendly. The tools are selected using the D-Pad up/down while controls are set using left and right keys. The lower screens offer options for special effects and pressing either A, B or C will activate one of the selected choices.

Several tools can be used simultaneously to speed the editing process. This is particularly useful should you want to use a 'slice and dice' effect. This is the distortion of the horizontal and vertical lines to give a wiggly effect. Other tools include colour enhancement, strobe, slow-mode, rewind, speed-up and mirrored effect.

Unfortunately, *Make My Video* doesn't allow you to edit the tools. This can prove to be annoying after you've grasped the basic set-up. The fact that you're unable to introduce your own music and even camcorder tapes to edit is a limitations, but as it's a game and not a serious piece of software, this is not a huge problem.

Once you have edited the callers' video, a final display and playback of your masterpiece is shown on a new screen. This adds to the sense of achievement. A counter clock runs at all times and this gives the feeling of working in a real studio. If the first few trial runs appear to result in nothing more than a big thumbs down, don't worry. Getting used to the different tools is your main task. Try a few practise runs first, but once accomplished there's going to be no stopping you.

Make My Video is not a serious piece of software, but it does offer a brilliant in-sight into what you could expect should you be in the editing offices of a video lab. It should appeal to all budding video editors and it has to be the nearest thing you could expect to see on console.

● Jason "MTV" Johnson

PROTIP When trying to please one of the callers always try to see exactly what they're after, not just what you think looks good.

Kris Kross' first smash hit was the trend setting "Jump".

KRIS KROSS: MAKE MY VIDEO

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ACTION
STRATEGY

GRAPHICS 91%
▲ Superb graphics with absolutely mind-blowing animation.
▲ Introduction sequence is particularly good and the MC is comical.

SOUND 92%
▲ That good old CD quality sound hits the MD with increased force.
▲ How can sound like this be given any criticism. Ideal for Kris Kross fans.

GAMEPLAY 88%
▲ With a wide range of callers and lots of different tools, there's plenty to do.
▼ May eventually prove too repetitive, but different band discs are being developed.

CHALLENGE 89%
▲ Reasonably tough to get into, but mastering the tools is a major prioity.
▲ Loads of problems to solve and the U-Direct mode is an added bonus.

PROSCORE 89%
Excellent graphics, original gameplay and a totally original concept show of the Mega-CD's capabilities.

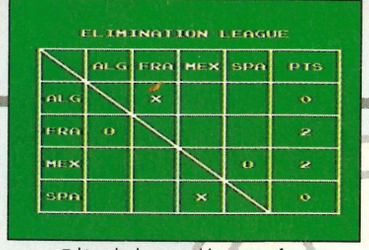
MASTER SYSTEM

TECMO WORLD CUP '93

As the roar of the crowd fills the stadium, the 1993 Tecmo Cup begins. Twenty-four teams from around the globe prepare to battle it out for the most prestigious trophy in the world, but there will be only one survivor. The all-important draw has taken place and it all depends on the top strikers. Will the pressure prove too much, or can the teams keep their cool to reach the ultimate sporting goal?

The first two sides run onto the pitch, with an expectant air filling the packed venue. The referee blows his whistle and the match is underway. A cheer echoes for miles and the battle begins. Will the reds or the blues be victorious, or can an outsider steal the limelight?

England versus San Marino revisited. The ball isn't quite over the line, but it was close so we'll take it anyway. It's refreshing to see that a console referee can make mistakes just as any second-class referee given a routine posting!

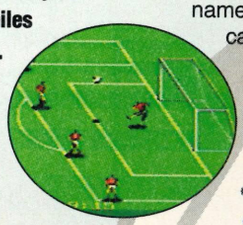


Taking the league table a stage further, this shows who won what, but is there a goals table? No!

The team selection is very comprehensive, which is more than can be said for the statistics.

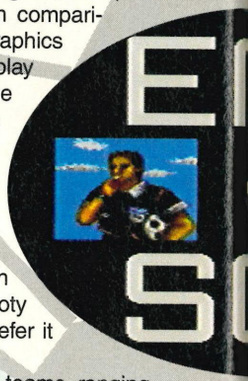
A squeaky clean intro is followed by the main options screen. Set the configuration including difficulty, the players names, match time and then you can decide which of the 11 background tunes will accompany the action. They may sound the same, but there is a slight difference between them, honest!

Four game set-ups including World Cup, Exhibition, Versus and Watch means there's plenty to do and see. Win the cup, play a mate and then watch the late match. It may sound too good to be true.

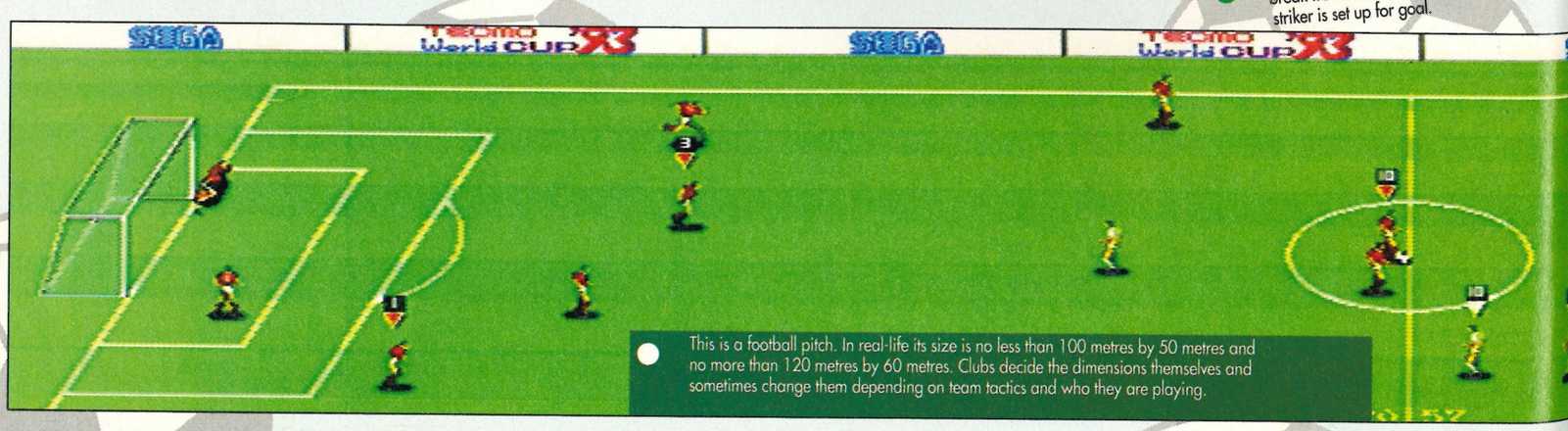


As may be expected, *Tecmo World Cup '93* looks quite a bit different from the arcade smash. The side-on quarter pitch view barely resembles the original, the sprites are minuscule in comparison and the graphics and gameplay could have done with more time having been spent on them. Fortunately, this doesn't impair the action too much and many footy fans will even prefer it to the original.

A choice of 24 teams, ranging from the mighty Brazil to the not so mighty China, should be enough, but there's a limited team kit design of eight



Come on ye' reds! After a superb break fro midfield, the reds' star striker is set up for goal.



This is a football pitch. In real-life its size is no less than 100 metres by 50 metres and no more than 120 metres by 60 metres. Clubs decide the dimensions themselves and sometimes change them depending on team tactics and who they are playing.

The 1994 World Cup Finals will be held in the US of A.

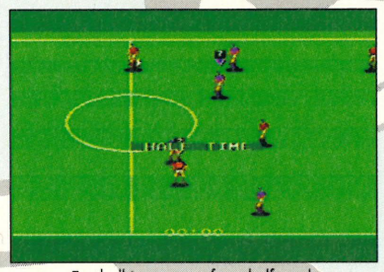
TECNO, TECMO!

The sprites become unrecognisable and it's hard to differentiate between opposing teams. The text screens are even worse.

Unless you're desperate, don't bother.

After a goal has been scored, all the players return to their original positions. Then they run around until another goal is scored!.

This screen shows that there are differnt play modes as well as that it was originally designed in 1990.



Football is a game of two halfs and *Tecmo World Cup* is true to the game in that respect.

colours. You have to find out the best teams for yourself, as their stats don't appear until you begin each game. The team select doesn't appear in rank order, either.

The side on view of the match is great. There's no advantage to either side and with the fast and furious gameplay, the ball is constantly being knocked from one end to the other. A skyward punt up the field to the forwards, who always seem to be where they should be, makes the excitement more intense than other football games. You're absolutely guaranteed sore thumbs after two or three matches in a row.

The player's moves are very limited, but the pace is so fast that this doesn't matter too much. The arcade version included some spectacular overhead kicks and, of course, that world famous victory run. These details, along with the comical referee, have been left out. It's also much tougher to score and it's far too difficult to win with the weaker teams. There's too much luck involved, even with the wide range of moves and passes that are available.

During a game, you can rearrange your team formation and change the players on the pitch. This can be done when the ball goes out of play, so making substitutions and changing the defence or attack is simple. It can be particularly useful when you're a goal or two down.

Tecmo World Cup '93 is a fun arcade footy game that plays surprisingly well on the Master System. The graphics and sound aren't wonderful, but the furious gameplay and exciting two-player mode are excellent. The only thing left to do is find those foolproof goal scoring opportunities, which are the toughest so far.

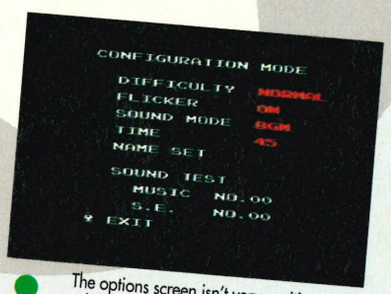
● **Jason "Subbuteo" Johnson**

PROTIP Keep passing the ball to the forwards and when they are within range, run to the corner of the box to shoot.

ROBBIE SAYS:

Initially it seems as if this is a nice football game with fast gameplay and detailed sprites, however after the first few minutes it becomes very frustrating. Scoring a goal seems impossible with the keeper saving all of your shots. When you eventually score, it seems to be more of a fluke than a calculated goal.

In two player mode, it's good fun and scoring goals becomes much easier. I quite enjoyed it with its fast gameplay and competitive two player option, but after two or three days play testing, I can't see myself going back to it again.



The options screen isn't very exciting to look at, but it is useful if you want to control the settings.

Germany are the current holders after, the now defunct, West Germany won the cup in 1990.

TECMO WORLD CUP '93

SEGA ● £29.99 ● OUT APRIL

CART SIZE....2 Mbit
PLAYERS 2
STAGES .....n/a
SKILL LEVELS 2
FEATURES .vs, password
CONTACT
Sega ✆ (071) 727 8070

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 71%

▲ Smooth animation throughout, even when you punt the ball right up the field.
▼ Nowhere near as impressive as the original arcade version. Disappointing.

SOUND 59%

▼ Several tunes to accompany the games, but they're all a bit naff.
▼ Hardly any spot FX except for an annoying whistle when the ball goes out of play.

GAMEPLAY 70%

▲ Punting the ball right up the field is great and the goalie has a decent kick for a change.
▼ The controls can be awkward to begin with and there aren't any free-kicks, etc.

CHALLENGE 68%

▲ 24 teams to choose from and a tough World Cup competition that's wicked.
▼ Scoring relies far too much on luck and this soon gets very, very annoying.

PROSCORE 69%

Fast energetic arcade action that is let down by the difficulty level and relies on luck for its goal scoring.

GAME GEAR

Evander "REAL DEAL" Holyfield's Boxing

As the tension builds up in the dressing rooms, who will be the World Champion this time? The unknown challenger has scraped through several long and difficult bouts, but the ultimate challenge has now arrived.

Evander Holyfield's Boxing **is the latest Mega Drive game to be converted to the Game Gear. This is a long awaited boxing sim which can hopefully reach the same standard as the MD version and gives boxing fans a much needed treat.**

Heavyweight Champ **was the first boxing simulation to appear on the Game Gear. This was followed by** ***George Foreman's Heavyweight Boxing.*** **Unfortunately, they are both the same, released under different names. Up until now, Game Gear boxing fans have very little choice. In fact, none at all.**

So it's seconds out for round two!

Once the Sega logo clears, Evander Holyfield appears, giving you a vicious glare out of the screen. He taunts you with a casual swinging of the right glove and you begin to feel slightly inferior. The intro music doesn't create a hostile atmosphere, but the action ahead certainly will.

The main menu appears. There's a choice between going into either an exhibition fight against any one of the 14 opponents, or creating your personal fighter for a tournament competition. The options give a choice of three control set-ups and the action can be viewed from behind or infront of the fighter, rather than the standard side-on view. The option to design-a-boxer allows you to set the fighters mental and physical attributes as well as selecting the usual kit and body colours.

As the fights commence and blows are exchanged, between a visible and an invisible boxer, a very realistic atmosphere is produced. Even the sound FX are brill, such as when landing a real bruiser. You're soon totally drawn into beating the living daylights out of opponents. The tournament is challenging and the useful training sessions, to build up chosen powers between fights, certainly adds to the realism.

The graphics are excellent, especially when a fighter is knocked down for the count. The referee's voice makes the frantic button pressing more urgent than usual and the general feel is far better than any other.

Evander Holyfield's Boxing is an excellent simulation and it soon becomes very absorbing to play, even if you're not a big fan of boxing. With plenty of options to choose, a design-a-boxer option, training and a good standard of opponents in the tournament, you can't go far wrong.

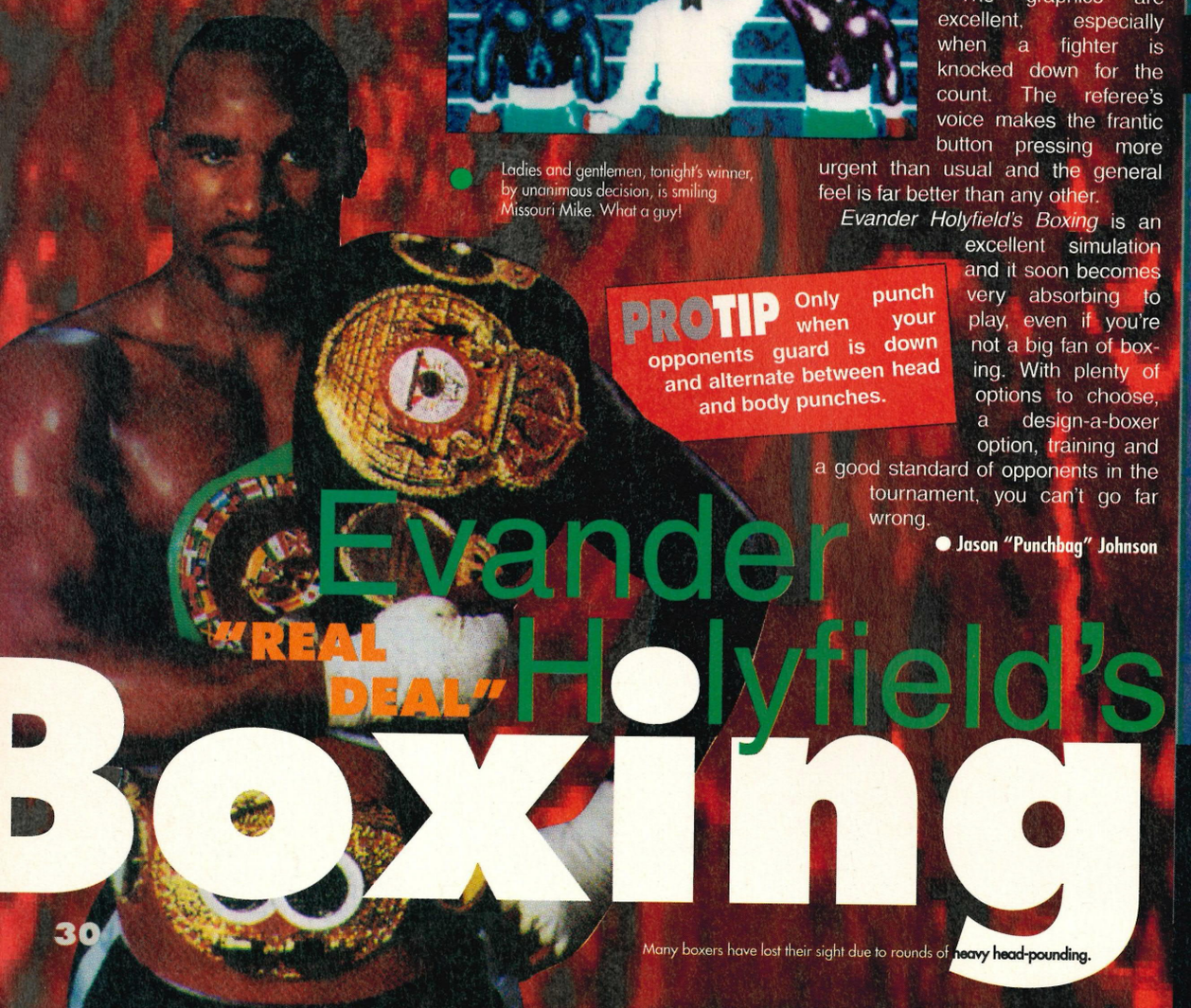
● Jason "Punchbag" Johnson

● Funny as it may seem, this is the main fighting action. This is a novel and very credible approach.

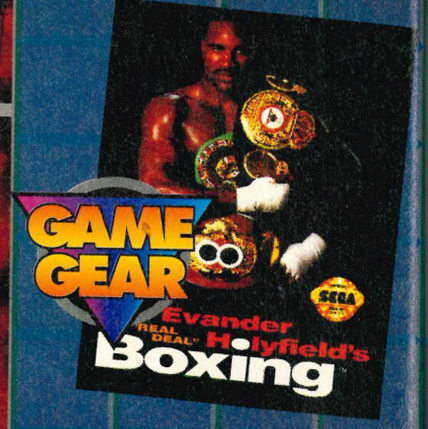
● And it's second out, round one. Both fighters prepare for the evening bout in front of the cheering crowd.

● Ladies and gentlemen, tonight's winner, by unanimous decision, is smiling Missouri Mike. What a guy!

PROTIP Only punch when your opponents guard is down and alternate between head and body punches.



Many boxers have lost their sight due to rounds of heavy head-pounding.



EVANDER HOLYFIELD'S 'REAL DEAL' BOXING

SEGA ● £29.99 ● OUT NOW

CART SIZE.....8Mbit
PLAYERS 1
STAGES.....14
SKILL LEVELS 1
FEATURES ....password
CONTACT
Sega UK ✆ (071)727 8070

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 87%
▲ Impressive stills between rounds and credible animation of the boxers.
▼ Opponents may look realistic, but there's a lack of blood and bruising.

SOUND 74%
▲ Solid thumping sound FX gives the game a good amount of atmosphere.
▼ Really poor introduction music fails to create any kind of tension.

GAMEPLAY 82%
▲ Successful use of an old, but rarely used, angle of play that works well.
▼ Varied punches and means of attack would have improved realism.

CHALLENGE 83%
▲ Plenty of contestants to keep even the experts going for a long time.
▲ Exhibition and tournament mode give the game an extra edge over rivals.

PROSCORE
84%

Very strange to play at first, but once you learn the controls and start to win a few fights, it's plain sailing.

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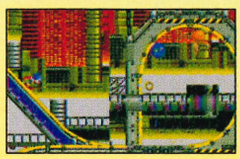

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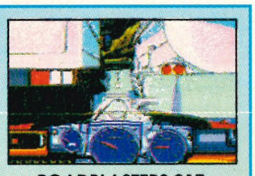

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Super Kick Off is a conversion of an Amiga game that rocked the seat of armchair-sportsmen for years. The unique ball control method together with super-smooth scrolling and blazing speed made it an instant hit back then. The original game has had extensive amounts of plastic surgery on the Amiga and was released under the guise of _Kick Off 2_.

After many months of late nights overdosing on coffee and a fair amount of sweat, the Mega Drive version is ready to see the light of day, and surprisingly close to Kick Off 2.

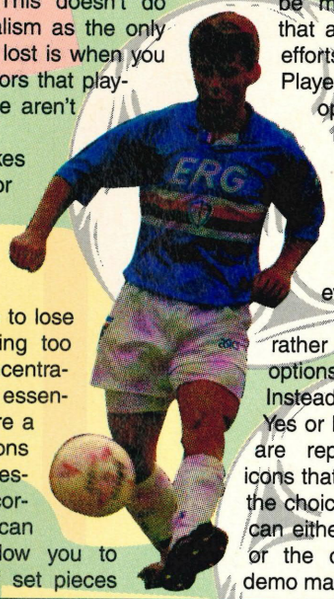
The Mega Drive has been starved of a respectable football game until now, but _Super Kick Off_ hopes to change all that.

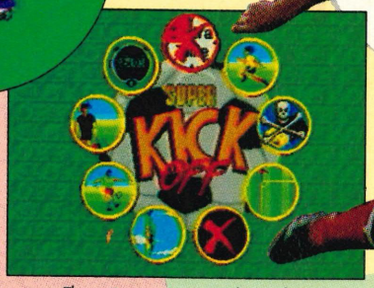
Many previous football games suffer from one major flaw – the ball sticks to your players' feet. This doesn't do anything for the realism as the only time that the ball is lost is when you are tackled. The errors that players sometimes make aren't taken into account.

Super Kick Off takes a step forward for football games in this respect. Not only does the ball not stick to your feet, but it's possible to lose possession by turning too quickly or losing concentration. Dribbling is an essential skill and there are a number of options enabling practise sessions. Free kicks, corners and penalties can be practised to allow you to arrange a series of set pieces that may give you the edge in a tight game.

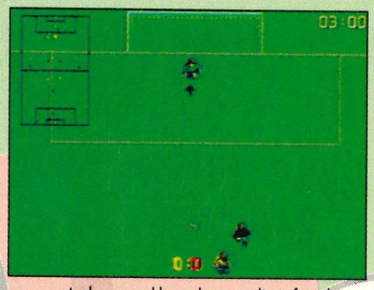
Defence is another important aspect of football and must be mastered or you'll find that all of your goal scoring efforts will come to nothing. Players can slide-tackle an opponent who has the ball, but if you're not careful, a foul will be awarded to the other team. If it's a very nasty tackle then you could be booked or even sent off.

Super Kick Off has a rather novel approach to its options and menu screens. Instead of the usual text and a Yes or No prompt, the options are represented by football icons that change depending on the choices that you make. You can either play against a friend or the computer or watch a demo match.





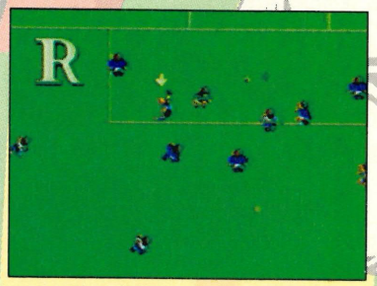
The options screen is made up of icons instead of the normal text menu. Each icon is highligted when you select it.



A clumsy tackle and my goalie is faced with a penalty. The arrow beneath him indicates the direction of the ball.

PROTIP Don't attempt to run around the goalie or shoot from close range. The computerised goalie will get the ball every time.

Welcome to Euro football as the might of Milan take on Madrid, live on SEGAPRO! Milan have won the toss and elected to start the game playing up the pitch. It's a bright, sunny day and there's not a breath of wind to spoil the game.



What a brilliant goal! The replay option lets you re-live those glorious moments and goals for all to see!

Milan don't deserve to be in this line-up of teams and, with the help of the editor, I can change them to someone more deserving.

A clear goal! All I have to do now is tap the ball in the back of the net and my player will have the perfect excuse to hug, kiss and roll around on the floor with loads of other men! Football players always seem a bit strange to me!

What's this? A bust -up in the six-yard box? The computerised goalies are pretty good at collecting stray balls!

PAT SAYS:

I'm a fan of *Super Soccer* on the SNES, not only because of its excellent 3-D perspective, but because there's a button that allows you to pass to a team-mate. *Super Kick Off* doesn't have this control and, as such, successful passes are down to luck rather than choice.

I found that once I had the ball, I'd run into space, change direction towards the goal and shoot. Sometimes I scored. Sometimes I didn't.

Even though this is a decent game, it isn't perfect. Game technology has moved on somewhat and, although *Super Kick Off* has some credible features and gameplay not seen on Mega Drive before, it should have been better.

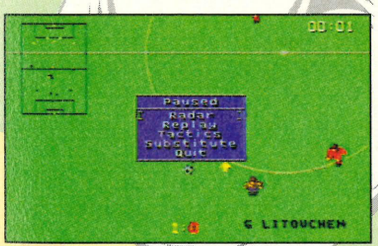
PAT

Kick Off has been converted to over five different computer formats.

SUPER KICK OFF

The computer was looking bored so I let it play an entire European competition. Manchester came out on top!

Fouls are one of the facts of life as far as football is concerned. This one was committed in a very dangerous position and a good free-kick could set up one of the opposing forwards with a header on goal.



The in-game options screen allows you change the size of the radar, start a replay or any one of the five options.

If you get bored with single matches, then it's time to try out the tournaments. There are three to play: European Cup, International Cup, Normal English League and the FA Cup. These can all be saved at any point in the competition so you don't have to face the daunting task of playing 14 league games in one sitting!

The graphics on the menu and options screens are clear and detailed. The player sprites are animated well and although they may be on the small side, they bring realism to the action.

The pitch scrolls flawlessly around with astonishing speed which may be too fast for some people. There's an option to slow the whole game down to jogging pace (50%) and a crawl (25%) if your brain can't work at light-speed for more than a few seconds!

Sound effects in the game are mainly made up of Ooohhs, Aaahhs and lots of applause. The music on the options screen is short and not really up to scratch. Then again, do you want to play football or listen to the tinny tones of Mega Drive music?

This is a competent game that will make any veteran *Kick Off* player feel very much at home. Newcomers to the game will have a bit of a tough time learning the ropes, but practise makes perfect and your efforts will be rewarded in the end.

● **Dino "Goooooaaaal!" Boni**

Half time and all the players wander back to the chaning rooms for a good talking to and some oranges.

Gary Lineker starts playing in the Japanese League this year.

SUPER KICK OFF

US GOLD ● £39.99 ● OUT APRIL

CART SIZE.....4Mbit
PLAYERS 2
STAGES .....n/a
SKILL LEVELS 3
FEATURES.....save, vs
CONTACT
US GOLD © (021) 6253366

ACTION
STRATEGY

GRAPHICS 85%

▲ Smooth scrolling pitch and lightning-quick players.
▲ Informative and lively icons for the options screen.

SOUND 78%

▲ Sampled crowd noises and reactions give a real match atmosphere.
▼ The music in the game is pretty dire to say the least!

GAMEPLAY 80%

▲ Plenty of scope for two-player games and on-going leagues.
▼ Not too welcoming for newcomers to this style of football game.

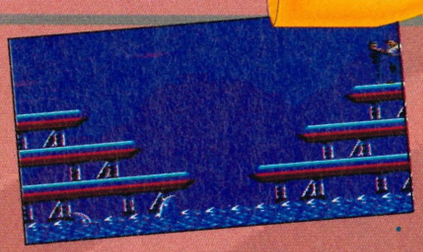
CHALLENGE 88%

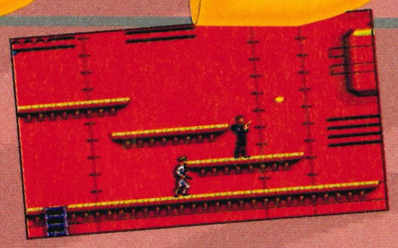
▲ The competitions are full of teams just waiting to be hammered.
▲ The game can never really be completed so you'll keep coming back for more.

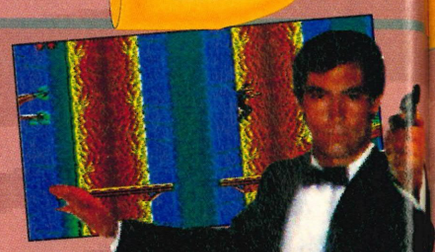
PROSCORE 83%

Could be off-putting for new players, but, with practise, will become a valued piece in your collection.

MASTER SYSTEM







JAMES BOND 007

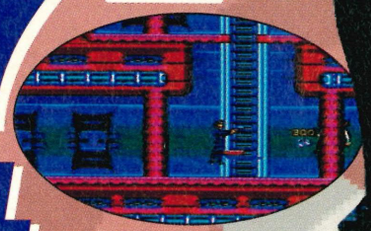
THE DUEL

An evil power-mad mastermind, Professor Greypen has devised a fiendish plan to take control of the world governments. He has built an artificial island in a secret location somewhere in the pacific ocean. The construction of the island, which contains a deadly, high powered laser station that will orbit the Earth, was funded by the billions that he made in his international arms-dealing business.

Professor Greypen plans to launch a space shuttle from the island. From its geo-stationary orbit it will be able to destroy any target on Earth at his command.

All the World Powers held a summit and picked the best agents to go to the island and destroy the shuttle. One by one, all the agents have been eliminated.

All except one...



James Bond begins with a picture of Timothy Dalton, a few credits and copyright messages. The picture isn't too bad at all as far as the Master System's 8-bit graphics go, but poor old Tim still looks as if he's had extensive plastic surgery!

The options screen allows you to change the difficulty level, turn off the music or sound effects, swap the button assignments around and a few more, although less useful, options. The difficulty levels play an important part in the gameplay. On the easiest setting, there are no level-guardians anywhere and any bullets that the guards fire are very slow indeed. On the hardest setting, the bullets travel at a faster speed and the bonus scores at the end of each level are cut down drastically.

The object of the game is to guide Bond through the levels, rescuing hostages and staying alive! There are three levels to each stage and the fourth is composed of a level guardian. These are all Bond's old enemies, such as Jaws, Oddjob and the Voodoo Witch Doctor. They must be defeated before you can continue on your mission.

Bond starts with a set number of hit points, the amount of which depends on the difficulty level. Every time Bond is shot by one of the guards, falls from too great a height or a crate drops on his head, one or more of these hit points are removed. Lose them all, and Bond relinquishes one of his precious lives.

Bond has a few weapons at his disposal to even out the

A brief glimpse of Level 2-1. The snakes spit fireballs at you (!), while the guards just try to turn you into Swiss cheese!

SAM SAYS...

Master System releases have been thin on a the ground for quite some time, so it's nice to see James Bond released. Graphics are well above average for this system and the opening shot of Timothy Dalton is even a true likeness!

As for gameplay, well it's your average platform style game – there's nothing very original about it, all though that's not to say it isn't a triumph for the Master System! The only serious moan I have about James Bond is that it has rather dodgy collision detection – making gameplay annoying. Still, I expect most Master System owners will love it anyway!

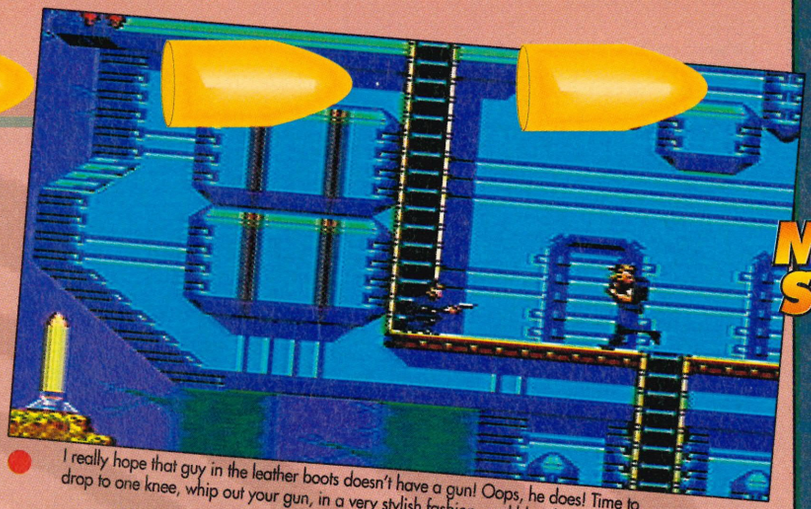
SAM

James Bond was married only once...

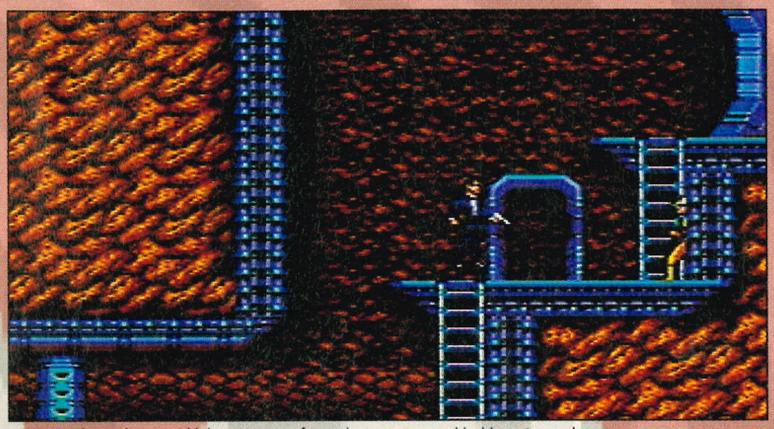
The bonus screen will award either bonus points or extra lives at the end of a level.

Weapons are selected in this screen. It also displays your score and number of lives.

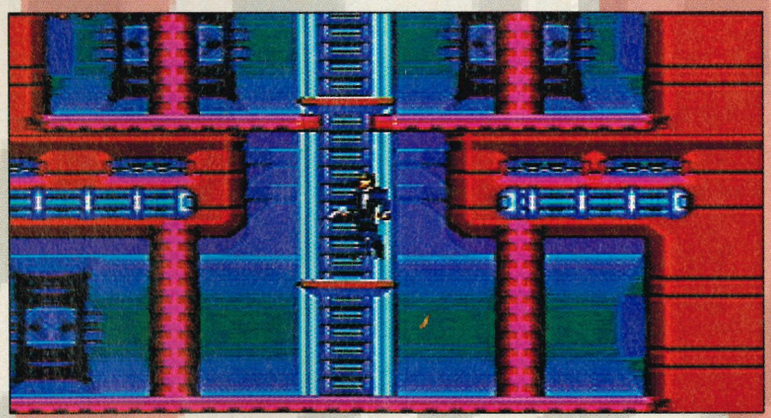
PROTIP The guards on the first stage will fire three shots if they see you and then continue running. Duck down and then let them have it with your trusty Walther PPK.



I really hope that guy in the leather boots doesn't have a gun! Oops, he does! Time to drop to one knee, whip out your gun, in a very stylish fashion, and blow him away!



The underground lab is a maze of tunnels, passages and ladders. Somewhere in it, several hostages are patiently waiting to be freed and a few hundred guards eagerly wait to stop you in your tracks!



Going down! Lifts are one of the most common forms of transport in this game. They're the only way you can go down long drops without being killed, so keep your eyes open for them.

odds a bit. His gun can fire missiles that are only worth using on the level-guardians or he can drop a grenade that kills everything on the screen (except for himself, of course!). To select a weapon, you have to press the pause button on the Master System console and use button 1 or 2 to make your selection.

All sorts of dangers face Bond on his mission. Jumping piranha fish nibble at his legs, guards fire single shot pistols and, later in the game, use machine guns. Barrels roll along the floor rather like in the old classic, *Donkey Kong* and crates drop from the skies in the hope of crushing Bond's skull.

The levels are varied and large. You start off on Greypen's luxury cruise ship and progress to the jungle. He then locates the artificial volcano that houses his secret laboratory. After that, Bond locates the Shuttle bay and must rescue the last of the hostages before the whole island blows up.

Graphics are pretty good for the Master System and Bond is animated very well. Leave him alone for a while and he adopts the classic posing Bond stance! The levels are very large and, with only three lives and two continues, this game will take a lot of playing before you can complete it.

Music within the game is okay and mainly comprises the Bond theme and numerous little ditties. The sound effects are a little bit on the sparse side, but so much memory has been taken up with the levels, I doubt if there was any room for a decent soundtrack.

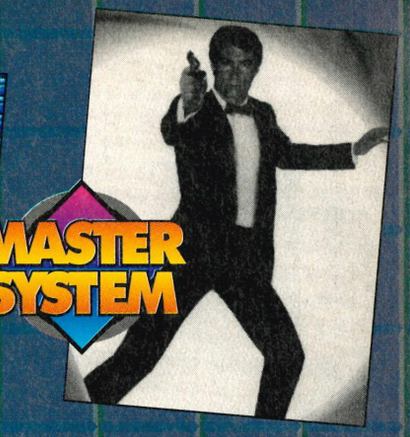
The Master System version is a lot better than the Mega Drive attempt. The levels are larger, the gameplay more finely tuned and the lastibility of the game increased. Having said that, it's still just another platform game and could become boring after a while.

● **Dino "shaken, not stirred" Boni**

SPY GEAR

Playing *James Bond* through a Master Gear converter isn't too bad. The sprites are a bit small but their nothing to pick up except the Q Cases, so you won't miss anything vitally important while your playing on the move!

...and she was shot on the way to their honeymoon!



JAMES BOND – THE DUEL

DOMARK ● £32.99 ● OUT APRIL

CART SIZE.....2Mbit
PLAYERS 1
STAGES.....16
SKILL LEVELS 1
FEATURES.....continues
CONTACT
Domark ✆ (081) 7802222

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 79%

▲ Great animation on Bond and the guards with detailed levels and clear, smooth scrolling.
▼ A few glitches in the graphics appear here and there, but nothing too drastic.

SOUND 68%

▲ A palatable version of the Bond theme and a few tuneful ditties throughout the game.
▼ Distinct lack of sound effects. If you turn them off, you'll hardly notice they're gone!

GAMEPLAY 77%

▲ Killing guards and jumping all over the place is great fun for a short while.
▼ It's just another platform game hiding behind a famous character.

CHALLENGE 81%

▲ Sixteen levels to master and defeat. Make that 16 *large* levels to master and defeat!
▼ A few more continues would have made compleing the game in one sitting a realistic goal.

PROSCORE 78%

A competent platform game in its own right, but like many other platforms, it lacks long term appeal.

Remember, Superman is an expert at running along rooftops so don't try to re-create his stunts at home!

The US version of Superman is available on import from AMS Games.

Blast those green meteorites into smithereens. An eyeball of Heat Vision should do the trick.

As you follow the evil Mr Mxyzptlk into the final battle, killing all his accomplices may prove tough.

SUPERMAN

MEGA DRIVE

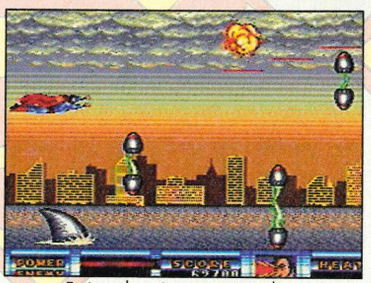
Metropolis is experiencing its worst villain attack ever. Little children are disappearing, but the police can find no evidence. In the underground, the story reads the same. Engineers and operators from the city's new underground station have gone missing and, shock horror, Lois Lane has been kidnapped.

Everyone's favourite all-time super hero finally arrives on the Mega Drive for what is his first and last adventure in his present bodyform.

He may be dead in the comics, but on Sega, the man of steel, whose kryptonite-assisted powers have repeatedly saved and offered protection to the world's millions, has been given a final mission. He must save the city from villains such as The Prankster, Metallo, Brainiac and the super-villain of them all, Mr Mxyzptlk. It is up to you to retain his pride...

The mighty S logo appears on the opening screen in a liquid metal form. Is that it? No options screen to even sample a sound effect or two? Unfortunately, difficulty settings, a password system and two-player mode are all missing, which runs the danger of severely limiting the game's longevity. We were, at least, hoping for a glimpse of Supergirl.

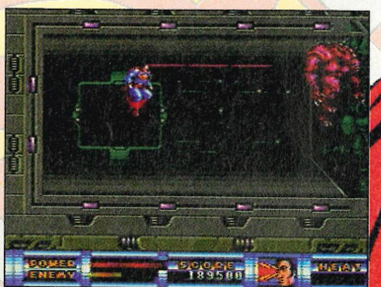
Before starting the game, Clark Kent performs a quick change from an office suit into his lycra bodysuit transforming him into Superman. A handy telephone box provides the location for the spectacular graphic sequence. Marvel's stamp of undoubted quality continues through the intro screens as the front page of the Daily Planet lands on the screen. Before starting each stage, a bold headline on it informs Superman what the next mission involves.



Furious shoot-'em-up action takes a grip as Superman enters the hectic alien onslaught.

Various means of attack and defence are available, including flying kicks and punches. On each level, Superman has either a Sonic Punch or Heat Vision super power. To use them, the Super Power gauge must be active. This gauge recharges automatically with the passing of time and when it is fully charged, the Super Power is at its deadliest.

Lois Lane receives the super hero treatment. Talk about lazy and uninviting!

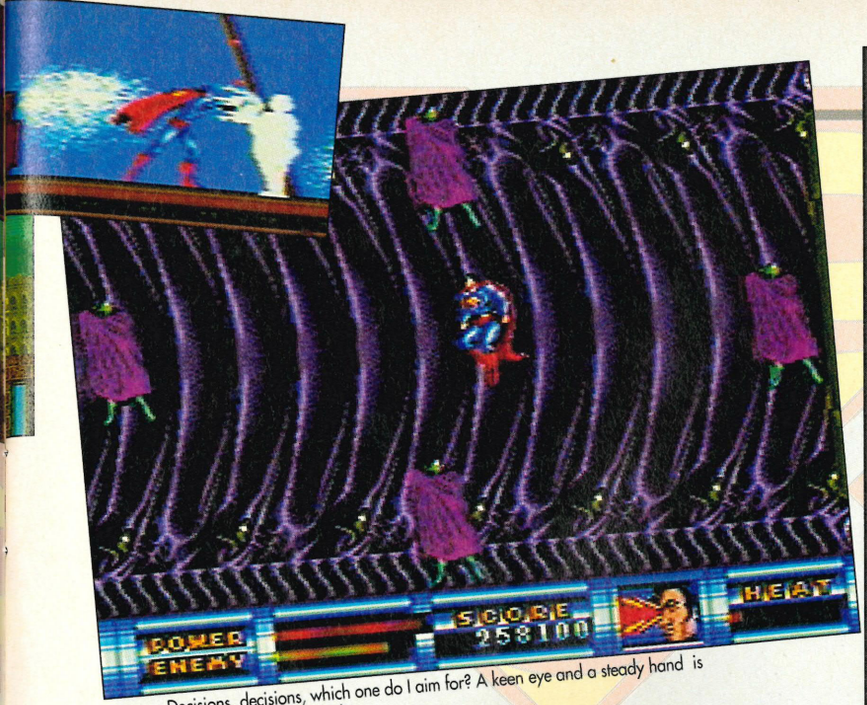


Take that sucker! Kill four more of these monsters and you'll reach the final battle.

The gauge depletes quickly on use, but charges slowly, creating a delay, and cannot be totally depended upon. In addition to these mandatory super powers, there are a number of pickups that perform different functions. These are easy to find, but there are only a few in each stage.

Graphically, *Superman* is very glossy. The backgrounds aren't that

The original Superman was killed by the infamous Doomsday.



Decisions, decisions, which one do I aim for? A keen eye and a steady hand is needed to eliminate the phoneys.

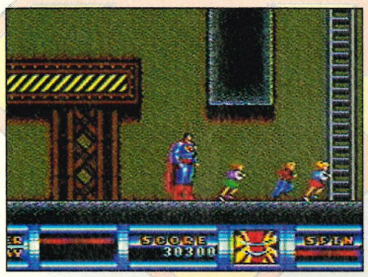
DINO SAYS:

Only one word can describe this game and that word is "difficult"! Only one life per game and two continues is completely ridiculous. The sprites throughout the game are too small and there's a bit of a problem with the collision detection.

The gameplay is fairly varied, but most of the levels won't be seen unless you play for a very long time. The sound effects are lacking to say the least and there isn't even a hint of the Superman theme!

Superman could've been better if the developers spent more time play-testing the game and improving the graphics.

DINO



There is a selection of melodious tunes that are all very nice, but the classic Superman theme is missing. The wide range of spot effects, such as the raging explosions, sound terrific.

Gameplay comes in several scenarios from the standard platform beat-'em-up, to impressive shoot-'em-up sequences. They change from level to level, with the first three rounds being split into two or three stages. The final battle against Mr Mxyzptlk (!) continues over two whole rounds. This gives *Superman* an original edge over other platform games, if nothing else.

colourful, but suit the Superman scenario. Although the sprites lack detail, the main Superman character is animated smoothly. However, taking a closer look reveals dire sprite collision, which becomes seriously repetitive and spoils the gameplay.

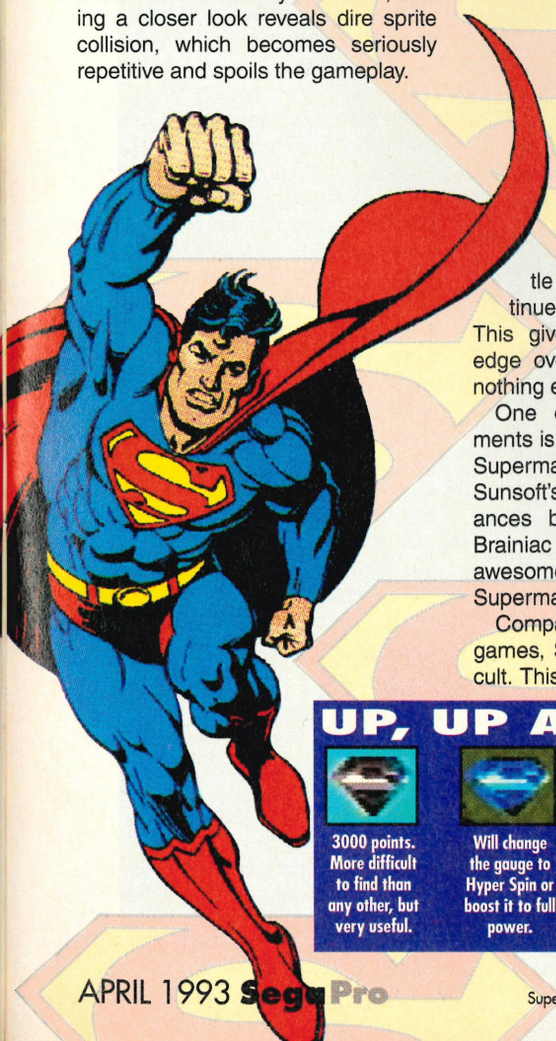
PROTIP Collect as many points as you can. 40,000 will give you an extra continue. You'll need it!

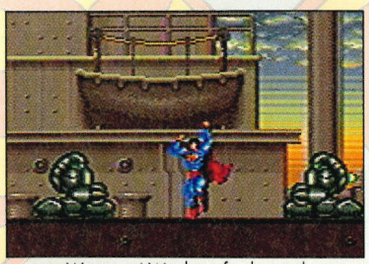
word system and extra lives. Collect 40,000 points and you're rewarded with a continue, but that's it! It could take you months to complete, if at all. This is where *Superman* falls down and if you are going to buy it, be prepared for a hefty battle.

● **Jason "X-Ray specs" Johnson**

One of the biggest disappointments is the omittance of Lex Luthor, Superman's infamous arch enemy. Sunsoft's compensation is appearances by The Prankster, Metallo, Brainiac and Mr Mxyzptlk. These awesome characters each give Superman extremely tough battles.

Compared to many other platform games, Superman is very, very difficult. This is due to the lack of a pass-





Way to go! Watch out for the crooks either side because they're tough to beat.

Going up! Shooting the boulder can be worth 1000 points. Very useful for that extra continue.

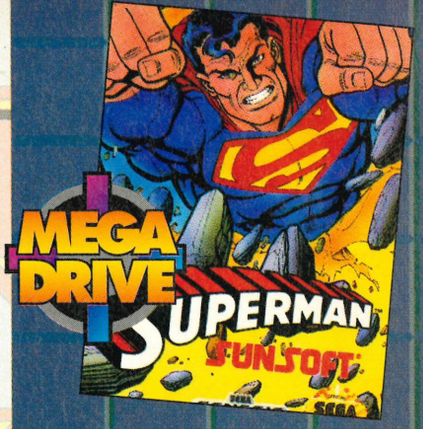
UP, UP AND AWAY

3000 points. More difficult to find than any other, but very useful.

Will change the gauge to Hyper Spin or boost it to full power.

The yellow and red item gives our hero a top up of energy.

Collect to change the gauge to Sonic Punch or fill it up.



SUPERMAN

VIRGIN ● £39.99 ● OUT APRIL

CART SIZE.....4Mbit
PLAYERS 1
STAGES.....5
SKILL LEVELS 1
FEATURES ...continues
CONTACT
Virgin ✆ (081) 960 2255
AMS Electronics ✆ (081) 201 0535

AVAILABLE IN UK

ACTION STRATEGY

GRAPHICS 72%

▲ Superman sprite is colourful and has plenty of moves with smooth animation.
▼ Small, dull guardians are disappointing and poor end of game sequence.

SOUND 70%

▲ Dramatic and lively sequences during guardian battles.
▼ No recognisable Superman theme tune included. Effects are limited

GAMEPLAY 60%

▲ Interesting and varying combination of platform and shoot-'em-up action.
▼ No options and extremely poor sprite collision during the first rounds.

CHALLENGE 69%

▲ If you like your games difficult, this is one to send you mad.
▼ The difficulty setting should have been lower or at least selectable.

PROSCORE 62%

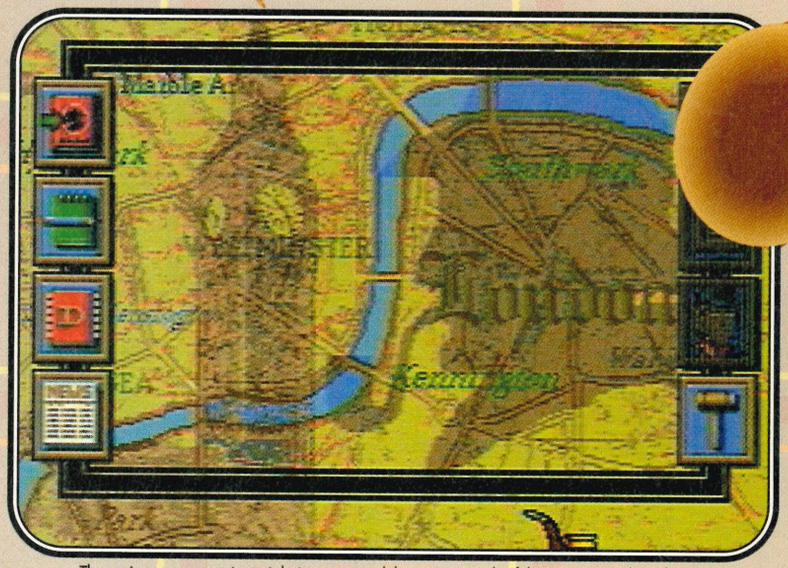
Standard game that uses a combination of gameplay for variety. It nearly works, but it's too hard. The dodgy collision detection doesn't help

Superman should be reincarnated during the summer as a new and improved super hero.

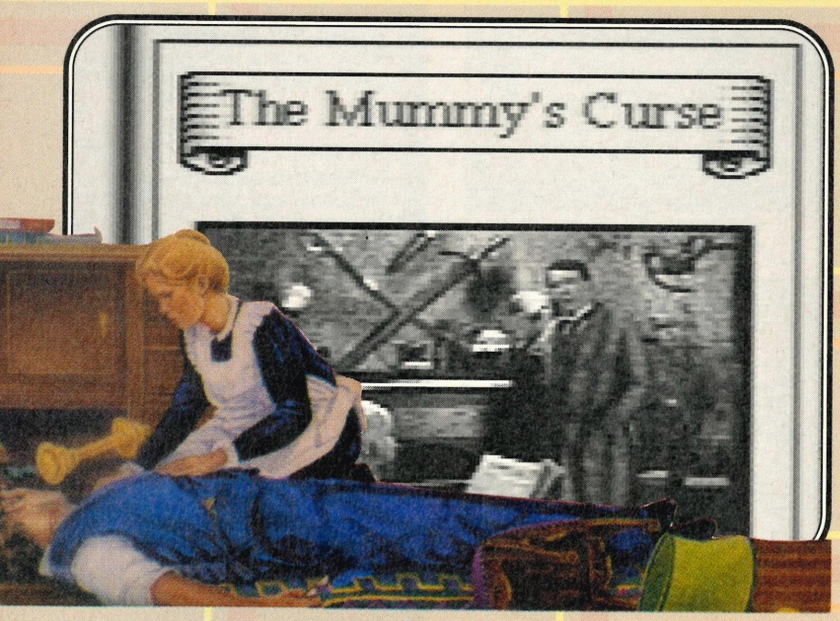
SHERLOC HOLME

CONSU DETE

Porky Shinwell is a walking store of information on anything illegal in London. The ex-convict gave up his life of crime – after two spells in Parkhurst prison – and turned his attentions to running his inn. He still keeps up with the latest gossip, though.



The main menu comprises eight icons around the screen. Each of the icons are selected with the Pipe pointer, although some of them (the carriage icon, for instance) can only be selected after you've highlighted a name or place.



The Hound of the Baskervilles is Holmes' most famous case.

MEGA-CD

pro YO!

Sherlock Holmes - Consulting Detective was first released on the PC Engine CD-ROM around two years ago. The game uses full motion video shot with live actors to portray the ensuing investigation. The soundtrack is taken from the CD and is synchronised with the video to produce a near-perfect film.

The PC version followed and now the Mega-CD version is here. You take on the part of Sherlock Holmes as he investigates three cases of murder in Victorian London. Together with his faithful friend, Dr Watson, they seek out clues and information that will eventually lead to the arrest of the murderer.

Sherlock Holmes welcomes you to the game with a very good introduction to life in London at the turn of the century. The city isn't a nice place to live in right now; crimes of all kinds are being commited every minute – day and night.

After the introduction, a menu screen appears which lets you hear a spoken profile of the main characters within the game. Holmes has many contacts throughout London and these can be used to gather vital information that may lead you on a different trail in a case that may have been overlooked.

The main screen shows a small portion of a London street map, with a series of icons down both sides of the screen. These are used to look through Holmes' case files, address book and notepad. There are also icons for looking through past newspapers or travelling to see someone highlighted in the notepad or address book. There is also an icon that sends Watson out to ask around on the streets for any juicy rumours.

The final icon is the most important in the whole game. The Judge icon sends you into the court-room to put your case across to the presiding Judge. If you haven't built up your case properly, he will ask you to find more information and come back again later.

PROTIP In the first case, *The Mummy's Curse*, go and see the head of Egyptian studies at the London University. He has much valuable information regarding the people involved.

K LS

LTING CTIVE VOL:1

The *London Times* contains a wealth of information regarding suspects, artifacts or even just plain gossip. Each edition of the Times can be read in full by clicking on a section of the paper. The text will then be enlarged for you to read at your leisure.

In order for you to build up your case, you must talk to the right people and gather the right information at the right time. Most people you interview will have something to say that is relevant to the case, but some of them could be lying or mis-informed. On occasions you may find yourself at a dead end. This is the time to ask around on the streets for rumours. Another good way of finding information is to look through he past editions of the *London Times*.

If you have visited the right people and amassed the information required to secure a conviction, the Judge will ask you a series of multiple choice questions about the murder. If you have worked out your case correctly, you should be able to answer all of these with the correct answer and thus prove to the court that your reasoning is, in fact, the truth. After you've solved a case, the scene changes to Holmes' house, where Watson and Holmes discuss the past case and give you the full story of what happened.

The game may sound very limited and small, but with over an hour of digitised video and three cases to solve, it will take you a while to complete. Thankfully, there is a save game option that stores your progress in the Mega-CD's battery-backed memory.

The graphics on the menus and icons are pretty average, but the video sections and still drawings are incredible. The video footage suffers from being too dark in places, but that's the fault of the Mega Drive's colour palette, not the game. The sound-track is clear and lip-synched with the video, so there's no annoying delays and pauses in the dialogue.

This is an immense game that will keep any budding detective up until the very early hours of the morning, desperately trying to solve a case. Suited to young and old alike, this is one of the very few Mega-CD games that uses the machine to its intended specifications.

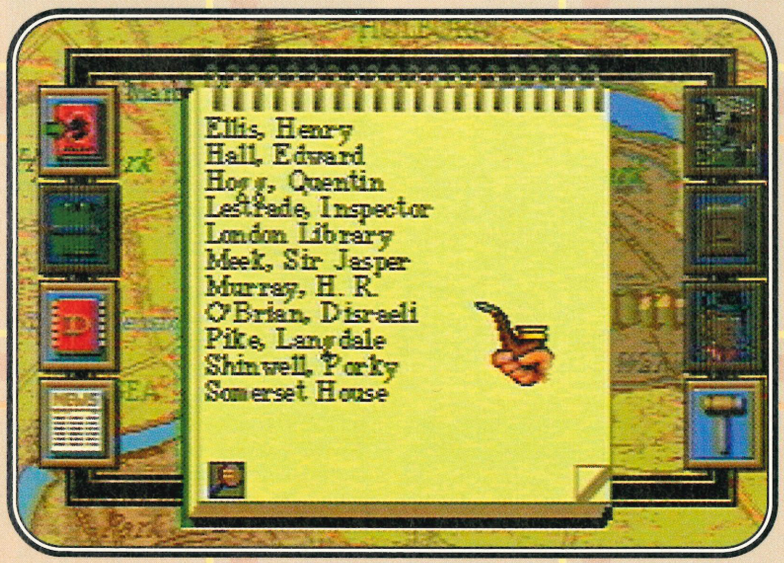
● **Dino "Elementary" Boni**

JASON SAYS:

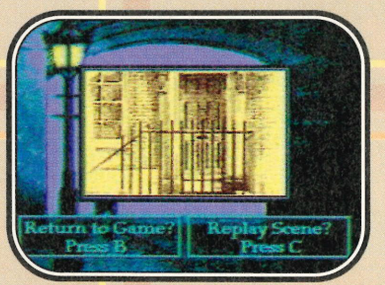
With three different cases to solve, there's plenty to do. The clever case-building technique of using seperate icons and selecting them to read case notes, etc, is very user-friendly.

Even though games of this style are not among my favourite, the presentation makes it easier to get into and the use of the video sequencing along with excellent stereo sound is perfect for the Mega-CD. However, beneath it all, there's nothing special for non-adventurers.

JASON



Talking to someone is simple. Open your address book or notepad, select the person who you wish to speak to and then click on the Carriage icon. Holmes and Watson will then travel to the person in question and the screen will change to a video clip of the interview. This can be replayed from the beginning if you miss a vital piece of dialogue.



Each one of these people or places can offer vital clues to Holmes, should he seek the information they provide.

SHERLOCK HOLMES CONSULTING DETECTIVE

SEGA ● £49.99 ● IMPORT

CD ACCESS ..very fast
PLAYERS 1
STAGES.....3
SKILL LEVELS 1
FEATURES.....save
CONTACT
Video Games Centre ✆ 0202 527 314

AVAILABLE IN USA

ACTION
STRATEGY

GRAPHICS 90%

▲ Video sequences and stills are fast, smooth and very detailed.
▼ The icons and main menu look bare and some of the characters are poorly drawn.

SOUND 93%

▲ CD quality sound that's lip-synched to the video, complete with 19th century sound fx.
▼ More music would've enhanced the game even further, but it's fine as it stands now.

GAMEPLAY 90%

▲ An immense amount of things to do, people to see and information to gather.
▼ Can get a bit frustrating if you grind to halt in the case.

CHALLENGE 93%

▲ Three huge cases will keep you occupied well into the night for many weeks to come.
▼ After solving all three cases, you can't really go back to it and play it again.

PROSCORE

91%

Not an alien or mutant in sight and what a relief it is to use your brain instead of your reflexes.

Clue, starring Michael Caine, was a spoof of Holmes and his cases

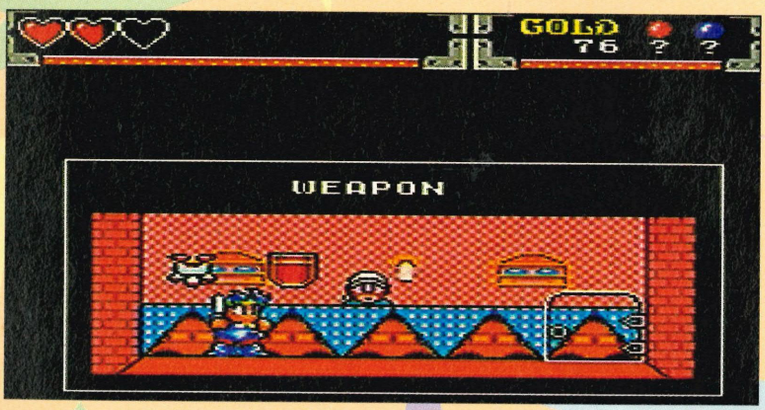
WONDER BOY IN MONSTER WORLD

MASTER SYSTEM

Wonder Boy has been around since the dawn of the Sega Mega Drive and Master System and there's been countless numbers of games on both machines. The small-fry hero was initially created to star in a small coin-op machine that was simply called *Wonder Boy*. It became the Grandfather of many games today including the Sega series.

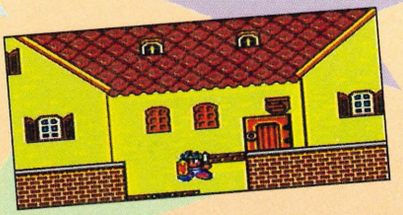
His latest escapade on the Master System, *Wonder Boy in Monster World*, steers away from the cutsey platform style and launches into an arcade-type RPG. This is a completely new style that worked very well on the powerful 16-bit Mega Drive, but can the Master System handle it? The graphics could still be described as cute, but there's a lot of game behind this seemingly gentle and friendly exterior.

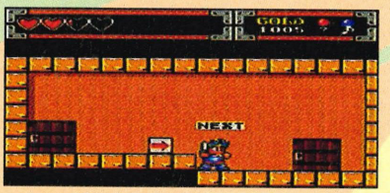
Hmm? A doorway to another section of Monster World. The only problem is that it's blocked by some rather sturdy pieces of ice. This could pose a bit of a problem for our young adventurer, but the answer lies within the game.



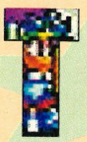
"I'll have the sheild, the armour, a bacon roll and two packets of smokey bacon crisps, please!". You can buy armour and shields at shops like this, but somehow I don't think that they'll have any crisps!

The first guardian that you'll encounter is a giant version of the little cute mushrooms that, till now, you've been beating up with very little damage to yourself. Now the tables are turned and mama mushroom wants her revenge!





After defeating the Giant Mushroom guardian, it's time to move onto the next section through this wooden door.



The Mega Drive version of *Wonder Boy in Monster World* was praised highly due to its size and addictive gameplay. Thankfully, the Master System conversion hasn't lost too much in the way of size and the developers have kept the gameplay exactly the same.

Wonder Boy must rid his world of an invasion of monsters. No-one knows where they came from or who is controlling their spread through the world. He sets out on a long quest that will take him all around the world and bring him face to face with numerous dangers, puzzles and scary monsters.

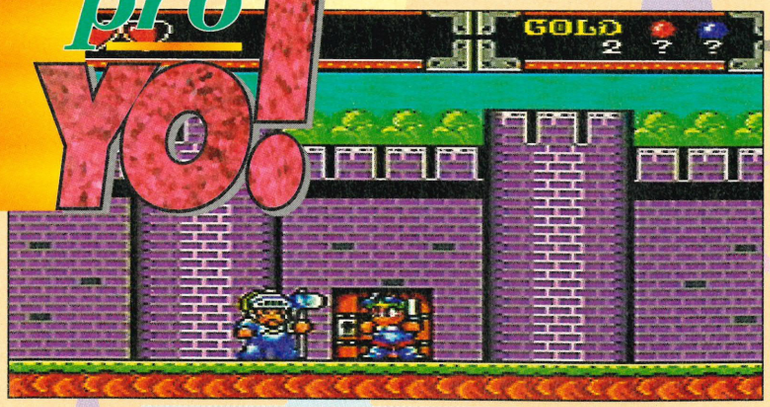
PROTIP Always keep a magic spell selected and ready in case you run into some trouble with a couple of tough creatures! Otherwise, you could lose valuable energy.

The main theme of the game is still a platform variant, but with a definite tinge of RPG. The monsters drop gold coins when you meet them that, if collected, allow you to buy more powerful weapons, better armour and even a shield. There are a few hidden bonuses scattered throughout the preliminary stages. These can help a great deal if you know where to find them.

The RPG element comes into play when you reach the first village. After talking to a few people, you are sent to meet a fairy princess who will reveal the whereabouts of the first guardian. There's only one problem, however, all the doors can only be opened with a musical instrument called the Octarina. Finding the Octarina is not difficult as it's right below the first door. The problem is finding someone to teach you how to play it! This is how the game continues – a large platform section and then a prolonged bout of role-playing

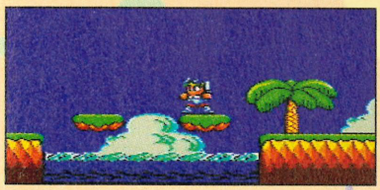
Wonder Boy appeared in his first game in 1987 on a coin-op arcade machine.

pro Yo!



Castle guards aren't the friendliest of people and this one is no exception. He won't let Wonder Boy into the castle at all and there's no way the walls can be climbed. Oh well, time to find another way in.

The Fairy Princess that you encounter on your travels is a vital ally. She can offer information, spells or even the odd fairy to accompany you on your travels. The little fairies are very useful because they restore your health the moment it reaches zero.



The first section of the game has a large platform section including some of the obligatory moving platforms.

and puzzle solving.

Wonder Boy can make use of certain magic spells that can be collected along the way. These are accessed through a menu system that is displayed by pressing the pause button. In this series of menus, you can manipulate items, make ready magic spells or select a different weapon.

The cart doesn't come with battery back-up, but utilises a password system instead. The passwords are a bit on the long side (45 characters, to be precise!), but this is only because of the sheer size of the game and the number of actions and objects that they have to record.

The graphics are very impressive. Each sprite is sharp, colourful and animated well, even if a bit too simple. The monsters are far too cute to kill, but it's either them or you, right?

Sound effects are pretty much the norm and similar to those of any decent Master System title. A selection of tunes manifest themselves during the game, but you'll be so intent on solving that one last puzzle before you go to bed, you won't be aware of them at all.

This is a very enjoyable, worthwhile release that will avert all Master System RPGers from enduring another bout of withdrawal symptoms for quite a long time.

● Dino "Monstrous" Boni

SAM SAYS:
An excellent conversion of what was already a very playable game. Good releases on the Master System are hard to come by and this is an all-round success. As it combines platform, RPG and puzzle elements, it is very engrossing without being too serious. Graphics are superb although they are lacking in detail. The only annoying element of *Wonder Boy* is the password system. It's far too long!

People often complain that MS games are too easy – this is challenging yet very playable. It won't be finished too quickly, either, as the game area is massive!

SAM

GEAR BOY

Wonder Boy is more playable with a Magnifier, but only just. The small text on the menus and fiddly graphics makes the game difficult to control. Best sticking to GG releases in the series.

WONDER BOY IN MONSTER WORLD

SEGA ● £32.99 ● OUT MARCH

CART SIZE.....4Mbit
PLAYERS 1
STAGES .....n/a
SKILL LEVELS 1
FEATURES ...password
CONTACT
Sega ✆ (071) 727 8070

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 89%

▲ Cute, colourful sprites with some fairly simplistic, but effective animation.
▲ Backgrounds are very good and everything scrolls smoothly.

SOUND 81%

▲ Fairly simple sound effects, but, then again, this isn't a CD game, is it?
▼ The tunes, while amusing at first, quickly become a little bit annoying.

GAMEPLAY 91%

▲ Platform sequences offer hardened addicts a chance to test their skills.
▲ The RPG sections are well-designed and the puzzles keep you occupied for a while.

CHALLENGE 89%

▲ This game is huge! Thank goodness for the password system!
▲ When it's eventually completed, you'll still come back to it for another go.

PROSCORE 90%

An excellent combination of platform, RPG and puzzle solving, producing an addictive game to the very end.

There are more women in the world than there are men.

G-LOC AIR BATTLE

LOSS OF CONSCIOUSNESS BY G FORCE

MEGA DRIVE

After Burner caused quite a stir in the arcades a few years ago. Consequently, quite a few clones appeared which were based on the same theme with _G-LOC_ being the best of them.

G-LOC stands for Loss Of Consciousness through G-force. It's the so called Black-out that pilots experience when they pull very hard turns or loop-the-loops. As the G-force increases, the blood in the brain is forced out of the head and the pilot faints through lack of oxygen!

The game puts you in the seat of a hi-tec fighter aircraft where you must shoot down a given amount of enemies to progress to the next stage. You only have heat-seeking missiles, a chain gun and your skill to keep you alive...

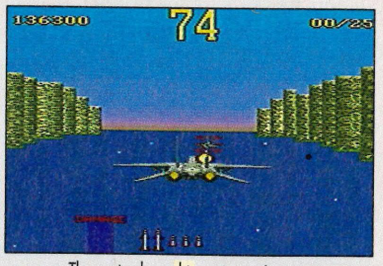
Booting up the game reveals a brand new, ray-traced Sega logo which is a lot prettier than the standard logo that has been around since the dawn of time. It's a shame that they couldn't have animated it, though!

The options screen lets you select the difficulty level, change the button assignments and play either the music or sound effects. There are also two options which centre around the joy pad: the first disables the auto-centring, ie when you turn in either direction, the program will automatically bring the plane level when you let go of the joypad. The second option reverses the up/down directions for those of you who like the game to be more of a simulation than an arcade shoot-'em-up.

At the start of the game, you're presented with a map of your route and then you're launched off the aircraft carrier. Once in the air, your co-pilot tells you how many planes or ground targets are to be destroyed to move onto the next level. Each stage is timed and if you run out of time before destroying all of the targets, then it's game over!

The small square in the centre of the cockpit serves as your HUD (Head Up Display) and below it is a meter to show how many air-

PROTIP As soon as you complete the first mission, buy all the missiles you can and upgrade your fighter with heavy bullets and medium armour.



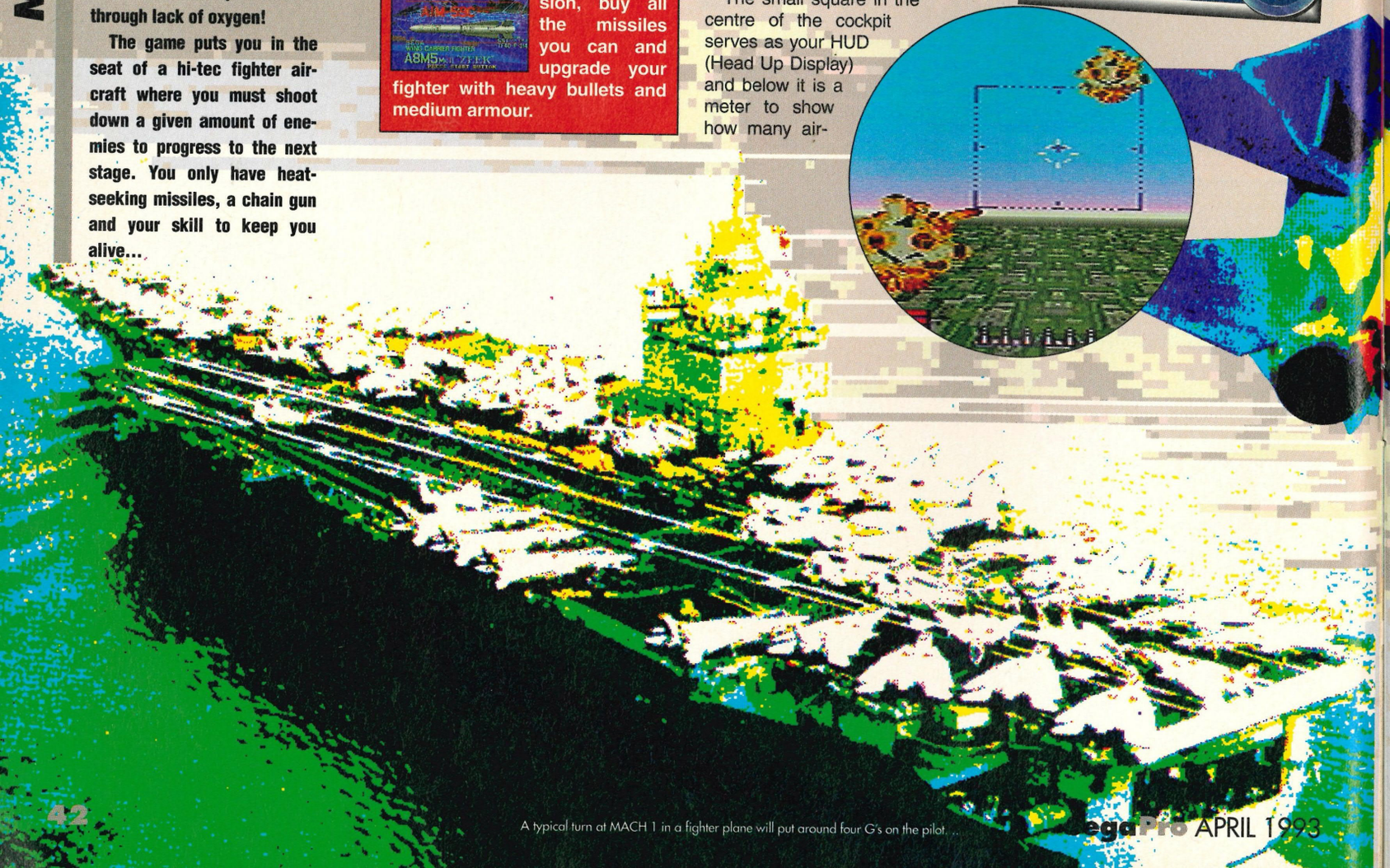
The water-based targets are just as easy to hit as the ground-based tanks. These guys shoot back, though!

JASON SAYS:

Comparing *G-Loc* to *After Burner III* on the Mega-CD, there doesn't seem to be that much difference. The control method in *G-Loc* is slightly better and, of course, the CD game has advantages in its graphics and sound, but they aren't that much better. Even the explosion sequences, when you're blown away, are both very similar.

G-Loc appears to be the best MD rookie fight-in-the-sky arcade game so far. The fast gameplay makes it ultra-exciting and with over 30 stages it offers quite a few hours of challenge. The scenarios are suitably different throughout and the game is fun to play.

JASON



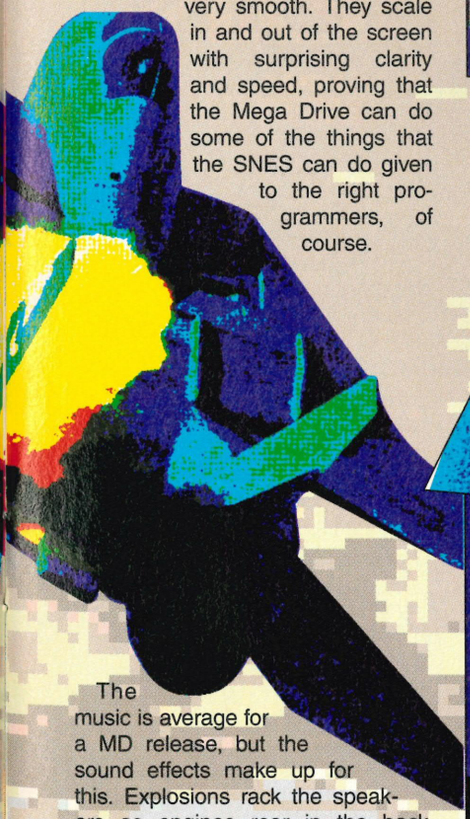
A typical turn at MACH 1 in a fighter plane will put around four G's on the pilot...

The only danger during the canyon stages is the possibility of becoming bored and hitting the sides!

to-air or air-to-ground missiles are remaining. To lock an air-to-air missile, you must keep the target in the middle of the HUD until a red circle appears around it, signifying that the missile has locked on. Missiles can then be fired before watching as the smoke tail twists and turns, eventually vaporising its target. The ground attack missions progress in the same way, except you also have the problem of the canyon walls; hit these and your plane will turn into a ball of flames.

After one set of missions is completed, the aeroplane must be landed on the aircraft carrier. The guide arrows at the side of the screen allow you to keep in line with the deck. After lining up, it's just a question of sitting back and waiting for the plane to touch down. Once safely on the deck, your bonus scores are totted up and it's onto the next mission.

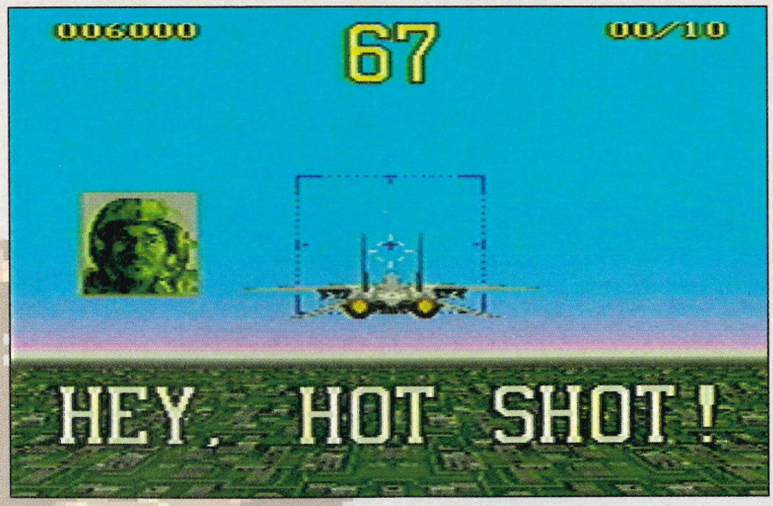
The graphics on the aircraft are very smooth. They scale in and out of the screen with surprising clarity and speed, proving that the Mega Drive can do some of the things that the SNES can do given to the right programmers, of course.



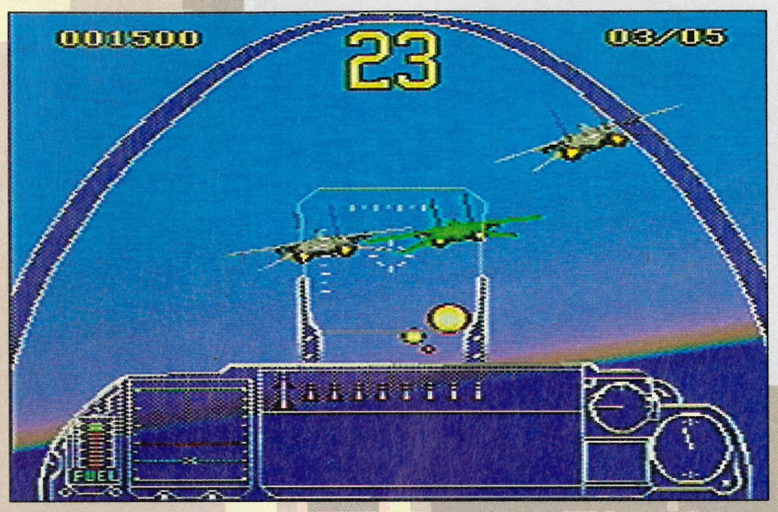
The music is average for a MD release, but the sound effects make up for this. Explosions rack the speakers as engines roar in the background and bullets ping off the armour plating.

G-Loc is a good game that takes over as the best combat simulator on the Mega Drive.

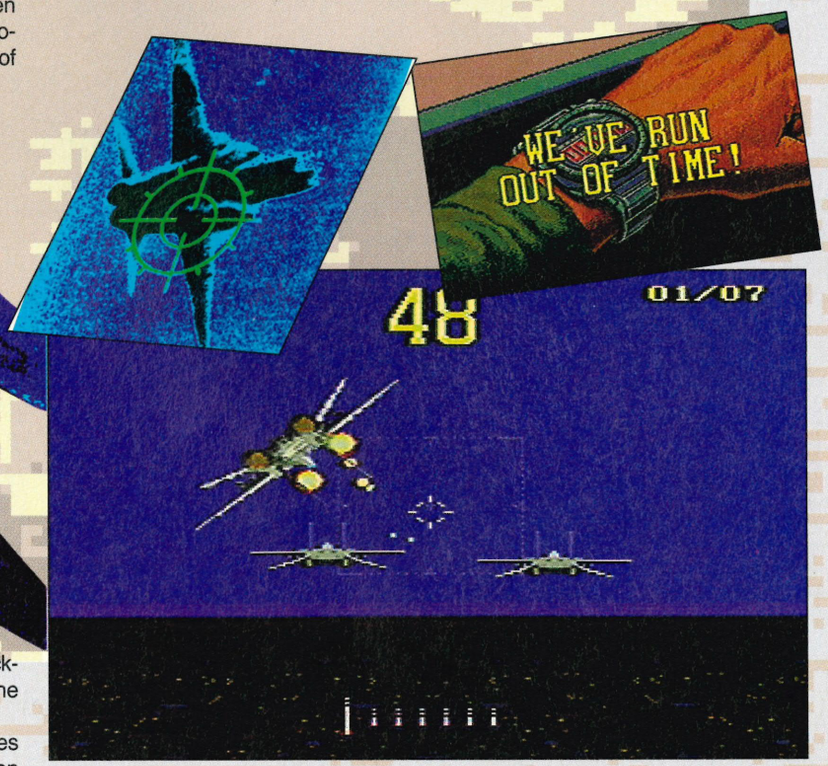
● **Dino "Goose" Boni**



You talking to me, bud?! Your co-pilot gives you a few words of praise every time you complete one of the missions, but apart from that, he doesn't do anything else. The outside view of your plane is used in the later levels during some of the combat stages.

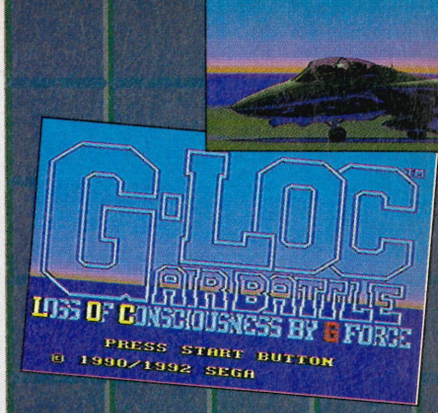


Only two more planes to destroy before moving onto the next level and I've still got 23 seconds left to get them. The green plane is the squadron leader and is worth double the score of the other two planes. Time for them to die, I think...



A loop-the-loop is the only real way to aviod incoming missiles that are intent on blowing you out of the sky. This is the only realistic aerobatic stunt that can be performed in the game, but it will get you out of most life-threatening situations.

...(That's four times the gravity of the Earth).



G-LOC

SEGA ● £39.99 ● OUT NOW

CART SIZE.....8Mbit
PLAYERS 1
STAGES.....30
SKILL LEVELS 3
FEATURES ...continues
CONTACT
Sega ✆ 071 (727) 8070

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 82%

▲ Smooth and impressive scaling on the aircraft sprites put *After Burner III* to shame.
▼ The canyon sequences are very jerky. The walls of the canyon aren't realistic.

SOUND 79%

▲ Explosive effects rock the speakers as planes fly all around you.
▼ The music isn't anything special at all. Take note of the *Streets of Rage II* music.

GAMEPLAY 80%

▲ Flying around and blasting enemy fighters out of the sky gives you a real buzz.
▼ While the canyon stage brings you back to Earth with an almighty bump!

CHALLENGE 81%

▲ The hardest level is a very tough, enjoyable challenge that should suit most.
▼ The other levels are too boring because hardly anything shoots back at you!

PROSCORE
80%

Far, far better than the *After Burner* series and would be even better if Sega decided to launch it on CD.

Going up! Ariel has that rising feeling and with five hostages to rescue, she had better be right this time.

Once upon a time in a faraway place, Ariel and her father Triton lived happily among the many legions of Merpeople. One day, the bad Ursula came along and turned all of them into miserable Polyps. This was a really nasty thing to do to the poor, innocent community and she didn't stop there. She also commanded the innocent sea creatures to help in her battle against them. She even made them act as guards to prevent the Merpeople escaping.

During this time, Ursula kidnapped a member of the royal family just to prove how powerful she really was. The Merpeople became petrified until the heroic Ariel and her father decided to do something about the evil witch. Unfortunately, during their desperate escapades, one is taken prisoner and it's up to you to help.

After selecting either Ariel or Triton as your character, the adventure gets into gear. The character which isn't selected is captured by the evil sea witch, Ursula and the main objective of the game is to rescue them. The only option is the difficulty level selection of either easy, normal or challenging and then you're straight into the game.

In each of the four levels, there are several prisoners to rescue. Once they are saved, there's a final conflict against the various end of level guardians. These are, perhaps, too easy to defeat to all but the young.

There are hidden goodies in the underworld. These include pearls and keys to open the treasure chests that are randomly positioned throughout the level. Collect enough treasure and you can exchange it for lives or weapons (sword fish etc!) when you find the floating 'S' symbol.

The cutesy graphics are impressive to look at, but there's too much repetition throughout the game, especially the baddies' sprites.

The cheerful and almost childlike theme tune adds to the fun atmosphere, but it soon proves to be far too tedious and repetitive. There are very few spot effects and even the guardian stages fail to raise the pulse.

Ariel appears to be aimed at the younger age range of games player, but this is not such a bad thing. Far too many games are either unsuitable or just impossible for the younger generation, so this makes a refreshing change. Beware though, it's not challenging or big enough for experienced players and will probably fail to hold the attention of anyone in, or past, their teens.

● **Jason "Waterbaby" Johnson**

I spy with my little eye. Collect the randomly placed keys to open the treasure chests along the way.

Yah! Take that you slimy sea urchin. When Ariel wants someone terminated, she does it herself. Mermaid Power!

PROTIP Use the map at all times to show you where the prisoners are. It also indicates the exit from each stage.

ARIEL: THE LITTLE MERMAID

SEGA ● £29.99 ● OUT NOW

CART SIZE.....2Mbit
PLAYERS 1
STAGES.....4
SKILL LEVELS 3
FEATURES ....continue
CONTACT

Sega ✆ (071) 727 8070

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 73%

▲ Smooth animation of the main sprite almost gives the feeling of floating.
▼ There's a lack of variety in the guardian graphics making some poor screens.

SOUND 67%

▲ Impressive theme tune is very authentic and gets you in the mood.
▼ Unfortunately, it doesn't change and soon becomes repetitive and very boring.

GAMEPLAY 68%

▲ Ideal fun for the younger games player to explore and it boasts a great scenario.
▼ No options screen, occasional sprite collision and poor weapon select.

CHALLENGE 69%

▲ Perfect for the younger player with three difficulty levels to help even more.
▼ Far too easy for the experienced games player and there's no variety.

PROSCORE 71%

Ariel is a great hide-and-seek game if you're either new to the Game Gear, very young or both.

ARIEL Disney's THE LITTLE MERMAID

Hans Christian Anderson wrote the original version of the Little Mermaid.

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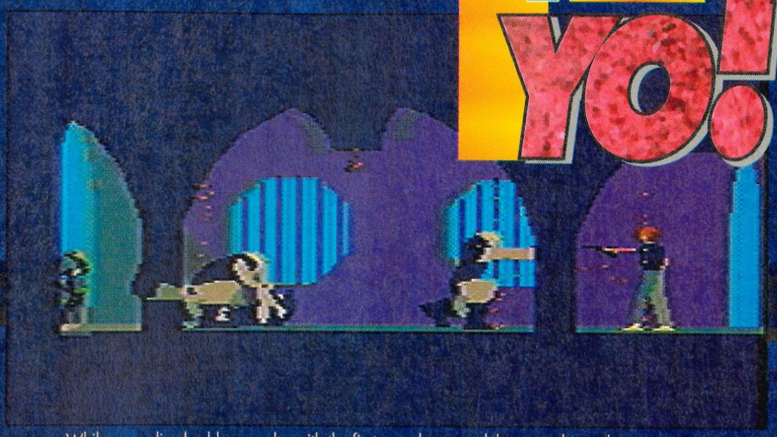
MEGA DRIVE

pro Yo!



While your alien buddy grapples with the first guard, you and the second guard are standing roughly two feet away from each other, firing your guns without a care in the world! It looks like a scene from Police Squad, doesn't it?!

Particle acceleration isn't the safest of experiments. It involves a lot of preparation, knowledge and a hefty amount of very expensive equipment.

You play the part of a young professor who decides to spend a quiet evening in his laboratory on an experiment to make particles of hydrogen accelerate to the speed of light.

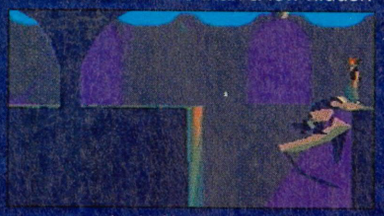
During the tests, your lab is hit by lightning from a turbulent and sudden thunderstorm. The particle accelerator goes haywire, leaving nothing in the lab except for a large hole where you and your desk used to be.

You regain consciousness having been transported across light-years to a far off solar system. The planet is filled with dangers and surprises, but all you want to find out is how to get back home...

An animated intro sets the scenario. All the graphics are created from filled vector-polygons as opposed to normal 2-D sprites. This allows for realistic movement and astounding animation.

After the intro, you're thrown in at the deep end (literally!) when you materialise in a deep pool on the alien world. If you don't swim to the surface immediately, a mean-looking tentacle grabs your ankle and you are dragged down to the depths of the pool to become some hideous creature's lunch!

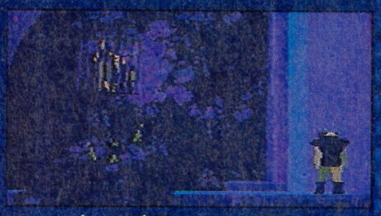
You control all the professor's actions with the joypad. At the beginning of the game, you can only kick, run or jump. Later on, a laser gun, that conceals more than a few hidden



Your alien buddy isn't too hot when it comes to leaping gaps as his hesitation here shows.

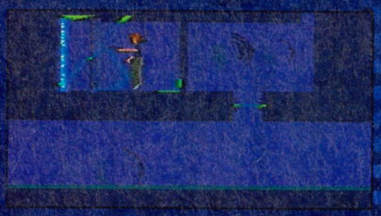
PROTIP The easiest way to shoot one of the alien guards is to activate a sheild in front of you and then poke your gun through it. If you fire a large beam at the guard's shield, it will disintergrate while leaving yours intact.

To disable the city defences, you must flood a series of caves. Blast the support beam and run to safety.



After your first encounter with the aliens, you're caged up and hung from the ceiling. What ever next?

Now I'm in trouble! My shield has just been blasted out of existence and I'm defenceless against laser fire!



The alien gun that you use can only hold a limited charge, so it's wise to recharge it as often as possible.

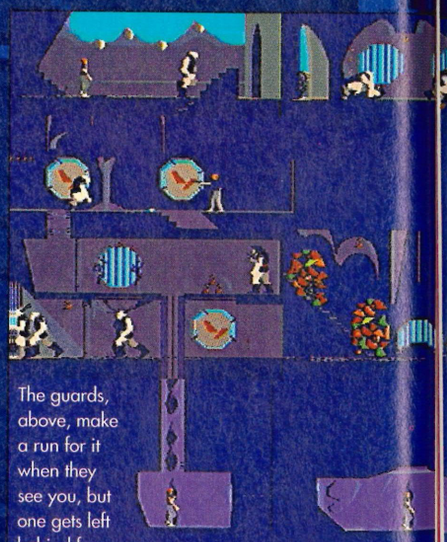
SAM SAYS:

This has to be one of the best adventure releases of the year. I have never seen such breathtaking animation on the Mega Drive before; the whole appearance is very impressive.

The gameplay is very absorbing and it's almost impossible put down once you're playing. A vivid storyline and subtle puzzles offer intellectual stimulation. The extremely fast action helps to entice you into the game even further! There are unlimited lives and continues, but they're going to be needed.

This won't be completed easily and, hopefully, *Another World* will pave the way for more games of this standard.

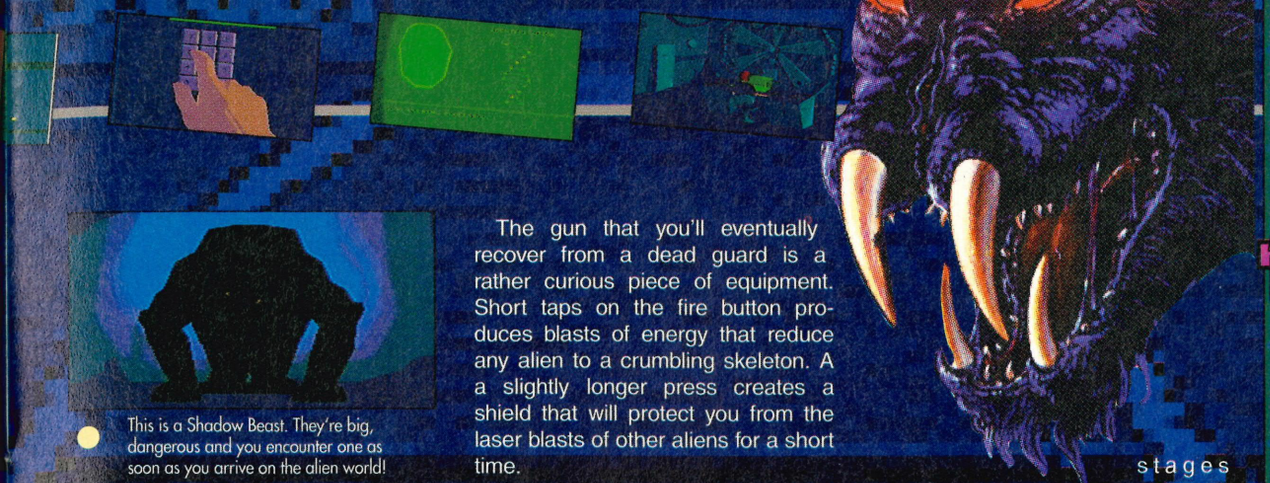
SAM



The guards, above, make a run for it when they see you, but one gets left behind for you to waste.

ANOTHER WORLD

This was originally written for the Amiga and was released in January 1992.



This is a Shadow Beast. They're big, dangerous and you encounter one as soon as you arrive on the alien world!

surprises, can be picked up.

Another World is split into eight scenes, each of which must be completed before continuing onto the next stage. At the end of each level, you will receive a password that lets you continue from that point in a later game.

During the early stages, you'll meet up with an alien who's also been captured. He can't speak a word of English, but you mutually agree to work together to find a way out of the city. He helps you quite a few times, so it's in your best interests to keep him alive.

The gun that you'll eventually recover from a dead guard is a rather curious piece of equipment. Short taps on the fire button produces blasts of energy that reduce any alien to a crumbling skeleton. A a slightly longer press creates a shield that will protect you from the laser blasts of other aliens for a short time.

If you hold down the fire button even longer, the gun will produce a huge discharge of energy that will blow through most material, including walls and shields! The gun only has a limited power charge that can be topped up at various points in special control rooms. These are very rare and special care should be taken not to waste the gun's energy.

The game is pretty big and will take a lot of solid playing to complete. The stages are big and some have very complex puzzles for you to solve. Admittedly, some of the game is reduced to a platform status, but most of it is geared to puzzle solving and a fair amount of shooting!

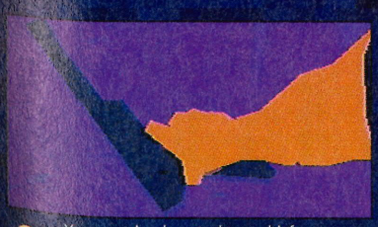
Another World is an outstanding release that is in a whole new class of its own. Until the arrival of *Flashback*, you won't find another game like this on the Mega Drive.

● Dino "Professor" Boni

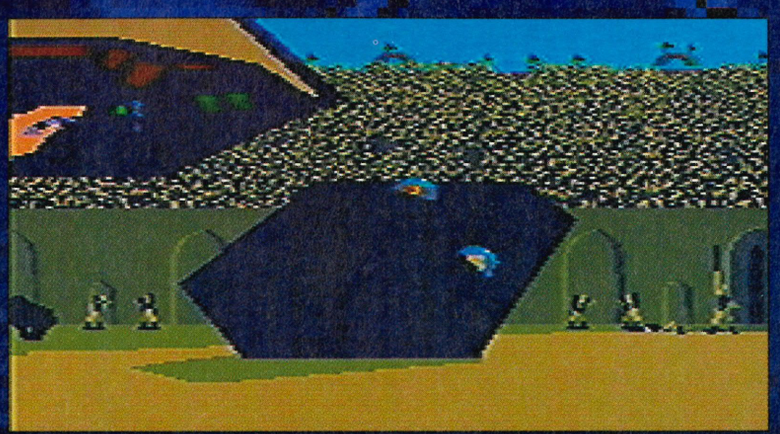
After the shootout with the two guards, you're confronted with a big gap that must be crossed. Your alien pal will give you a little boost to help you jump.

The guards, below, pose a problem, so you'd better make sure your gun is charged.

This level is so cunning, you could staple a tail to it and call it a fox! There are quite a few puzzles to complete and most of them have pretty obscure solutions! Patience is the key to success!



You won't last long in this world if you haven't got any protection. Thankfully, a kindly guard drops his for you.



To make your final escape from the palace, you and your alien pal steal a tank and end up in the middle of a massive arena! The only way out is to find the eject button before the guards figure out something's wrong and open fire!

Flashback, the official sequel to *Another World*, will be available soon.

ANOTHER WORLD

VIRGIN ● £39.99 ● OUT MAY

CART SIZE.....8Mbit
PLAYERS 1
STAGES.....8
SKILL LEVELS 1
FEATURES ...password
CONTACT

Virgin ✆ (081) 960 9900

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ACTION
STRATEGY

GRAPHICS 94%

▲ Novel use of both vector graphics and conventional sprites.
▲ The backgrounds may seem dull, but you'll be lost for words after seeing the animation.

SOUND 89%

▲ Exceptional and authentic sound effects throughout each level.
▲ Quite a few tunes that reflect the atmosphere of the scenario.

GAMEPLAY 93%

▲ A brilliant combination of platform action and adventuring.
▲ Some of the puzzles are so intricate that they'll have you tearing your hair out!

CHALLENGE 90%

▲ Not too big, but just enough to keep you involved for quite a while to come.
▼ The passwords, unlimited lives and continues make parts of the game too easy.

PROSCORE 92%

Will keep you going until you either give up or yell in triumph as you watch the end sequence.

GAME GEAR

Imprisoned within a lifeless journey through the haunted countryside, Chakan must defeat the powerful forces of darkness before he can finally rest in peace. But, the Royalty of Supernatural Horror fear him more than any other creature that walks their land. The fear is so great that no-one would dare help him, but Chakan can summon the magical forces of eight Alchemies during his treacherous mission.

There is little else to help him along the way except for his immense strength and a pair of double flaming swords. If these powers are to take on the evil army that awaits, many hours will have to be spent preparing for the final battle within the Lava Portal. As the title screen says, "Your task will be Wicked."

PROTIP Keep the alchemies until you fight the guardians. Using them during the levels is a waste of their power.

The Horrors of Darkness may be tough cookies to crumble, but Chakan's swords are more powerful than Mario's BO.

With six Portals of Darkness to explore, things definitely appear to be wicked. You can enter the portals in any order you wish, but they must all be conquered before entering into the final battle. There are numerous Horrors of Darkness that need several hits before dying. This can be annoying to start with, but you'll eventually get the knack of killing them off without losing much from the energy bar.

Chakan initially appears within the confines of the Navigation level from where all the Portals of Darkness can be entered. Searching around this large entrance zone will uncover several potions, but the majority can be found within the portals themselves.

The progress screen shows the alchemies you have collected, your current score and the high score. Collecting the alchemy powers is important and is achieved by finding relevant potions.

Once you get to grips with the controls, there are plenty of treacherous battles to fight. Finding the potions is a major part of the game, so exploring the secret passages, of which there are many, has to be your main priority. You'll soon become accustomed to the layouts of the portals and that's when the fun really begins, with battles against tough guardians to clear each of the levels.

Chakan is a thoroughly enjoyable game and its atmospheric music entices you into having 'just one more go.' Saying that, the gameplay can become repetitive once you've explored each of the Portals. This will take time to complete, though, so once they've been thoroughly searched you should be able to reach the final guardians with relative ease. Killing them is another story!

● **Jason "Subterranean" Johnson**

● Summon the power of your alchemies to help you through those tough bits of the game where no beer can refresh you.

CHAKAN

SEGA ● £29.99 ● OUT NOW

CART SIZE.....2Mbit
PLAYERS 1
STAGES.....6
SKILL LEVELS 1
FEATURES .....n/a
CONTACT
Video Games Centre ✆ (0202) 527314

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 92%

▲ Sprites are ideally sized and the dark and sinister setting is very authentic.
▲ Plenty of varied monsters to kill and the guardians all look mean and nasty.

SOUND 93%

▲ Atmospheric, even creepy music that's totally excellent on the Game Gear.
▲ Different tunes throughout each level are an added bonus to the game.

GAMEPLAY 88%

▲ The wide selection of moves means controlling Chakan is absolutely brill.
▼ Attacking the guardians is tough and it may take too long to destroy them all.

CHALLENGE 89%

▲ Six large, different levels each with secret hidden rooms for you to discover.
▼ Possibly too difficult for newcomers, but practise makes perfect.

PROSCORE 90%

Compelling arcade adventure that uses all of the Gear's power with mood enticing music.

pro Yo!

CHAKAN

Alchemy is a medieval chemical science and philosophical doctrine to achieve the transformation of the base metals into gold.

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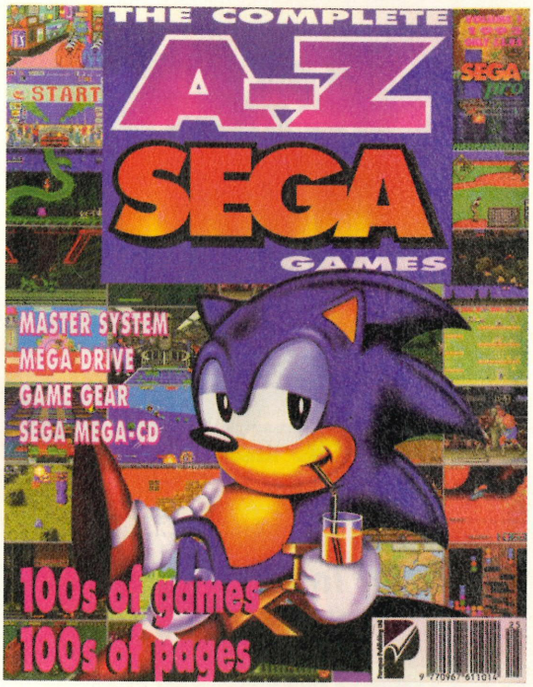

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MEGA DRIVE

Do you remember how, at the end of the first Batman movie, The Joker fell off a skyscraper with a statue tied to his foot? Well, somehow he survived and he's up to his old tricks again; namely stealing chemicals from Gotham's chemical plants to make bombs.

As ever, Batman must put an end to The Joker's trail of terror. In order to finish him off once and for all, Batman must negotiate several levels. Each is full of nasty criminals to beat to a pulp and, of course, there's the occasional end-of-level guardian who to must be taught a strict lesson.

With this being Batman's third outing on the Mega Drive – he now has more games under his belt than Sonic – will this be any good or has the caped crusader tried one game too many?

BATMA

Revenge of The Joker opens with some shots of the caped crusader and a mean looking Joker. Then you are taken to an options screen that includes a very useful password system. This allows you to continue from any stage.

Usually, a password system and infinite continues spoil a game by making advancement far too easy. However, in *Revenge of The Joker* this is definitely not the case. Fortunately, it's not so difficult that it becomes frustrating. You become compelled to see the next level and nothing else seems to matter until you get there.

For this outing, Batman has donned his original tights and pants from the old television series. This is a standard kind of platformer, but on every level there appears to be only one type of baddy – the kind that loiters around, chucking knifes. However, the lack of enemies doesn't affect the gameplay badly. There is plenty of interactive scenery to deal with such as the electrifying statues on level one.

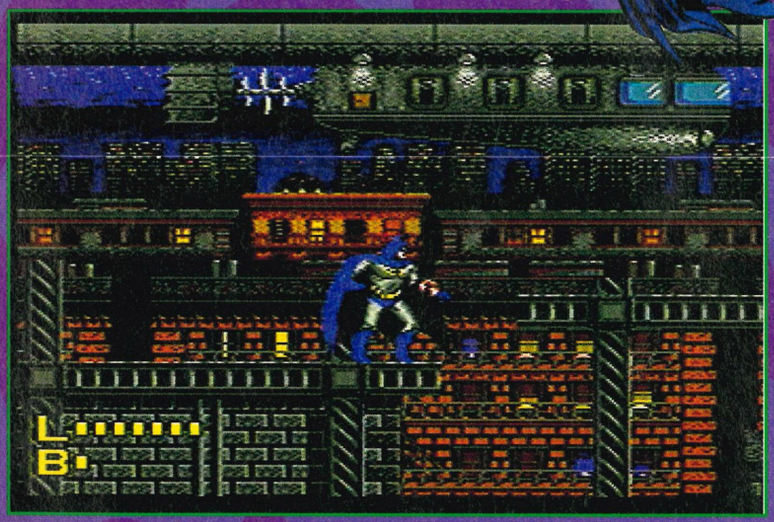
The impressive backdrops create a surreal atmosphere. First impressions are that they appear to be similar to the NES version, but closer inspection reveals that they're more detailed. The main sprites are colourful and clear although there is a problem with collision detection.

At the end of each level, you would normally expect to meet up with a guardian, but with only five guardians in seven levels, that is clearly not the case. End of level bosses are not particularly original, but they are very tough to beat. Until you can work out a technique to destroy them, they will walk all over you.

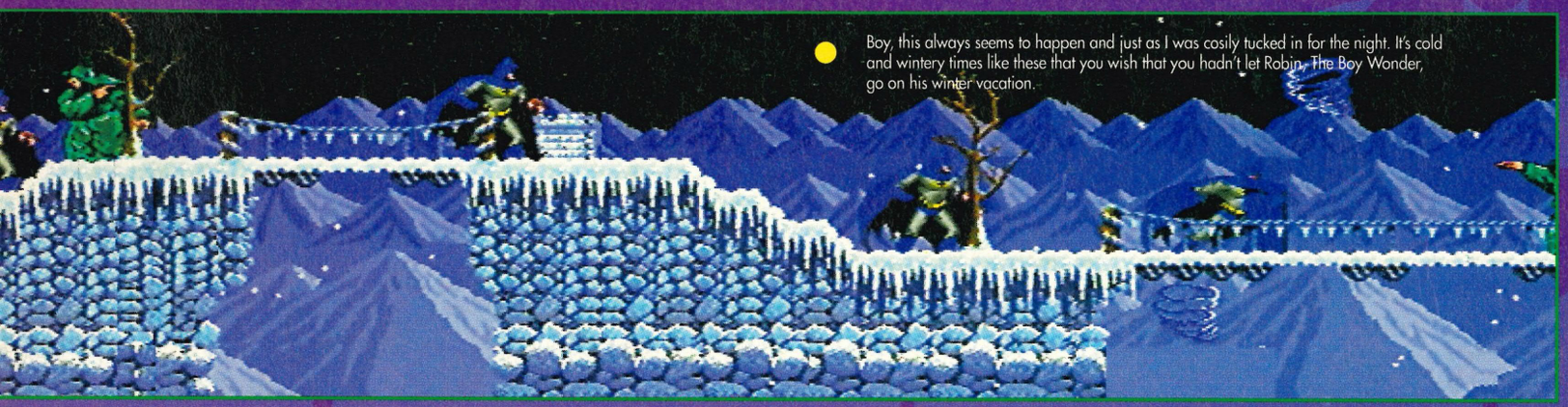
The background music is very powerful and it's very fitting to the atmosphere. However, the sound FX for the wrist projector's ammunition is very tinny and would be more at home in a *Rainbow Islands* type scenario. This can't be said for the sound of the baddies as they let out loud blasts when attacked.

As well as a wide assortment of kicks, Batman has a less powerful wrist-mounted weapon. There are four different power-ups to collect, some of which will be of a great help, while others will just hinder you. To change your weapon you must shoot

PROTIP On the earlier levels, especially when fighting the guardians, make full use of the Slide Attack.



Oooh! It's a cold night and the chilly wind is passing straight through the batsuit, but someone's got to scourge through the rooftops of Gotham in the vain hope that they'll meet up with the dastardly Joker.

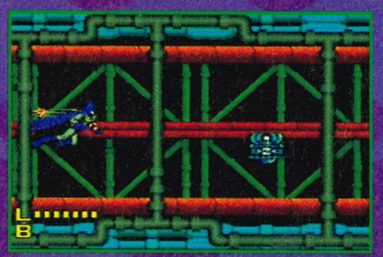


Boy, this always seems to happen and just as I was cosily tucked in for the night. It's cold and wintery times like these that you wish that you hadn't let Robin, The Boy Wonder, go on his winter vacation.

Bob Kane, Batman's creator, named the caped crusader after the word *Acrobatman*.

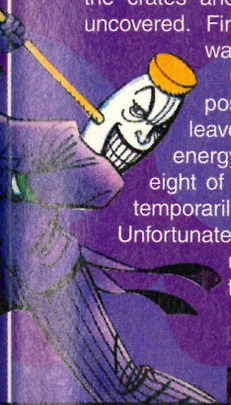
One devious trap after another. It seems as if The Joker is expecting a visitor tonight!

Batman is equipped with all the latest mod cons. The grappling hook, the bat-rope, but there's no Robin!



Batman proves that there's more to being a super-hero than meets the eye with this display of flying.

Now, how's this done again? Up and jump at the same time, I think. Oh mummy, help me! .



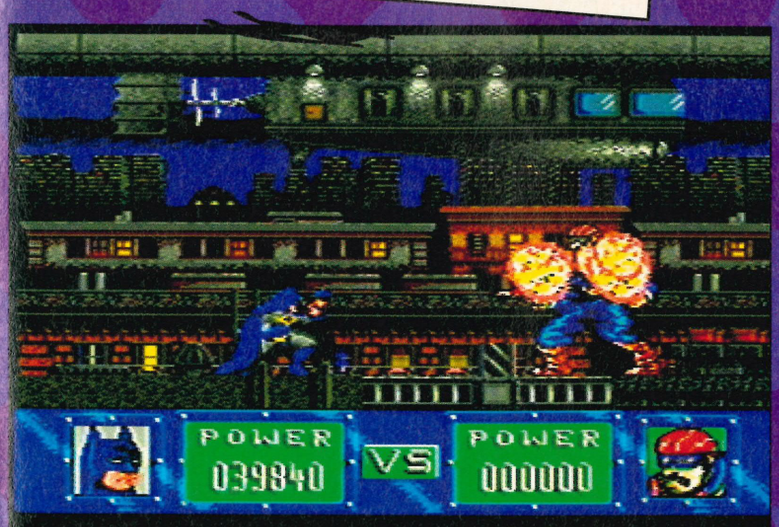
the crates and collect the pick up uncovered. Fire until the pod you want is revealed.

Once you have disposed of a baddy, they leave behind a backpack energy capsule. Collecting eight of these will render you temporarily invincible. Unfortunately, this useful power-up doesn't work while fighting guardians.

Revenge of The Joker may soon become extremely frustrating. But, once you make progress onto the next stage, you'll be spurred on by the game's addictiveness. It's not stunningly spectacular, but has the one vital ingredient a lot of other games are sadly lacking – playability. That is what makes it much better than any previous Batman caper.

● **Robbie "the boy wonder" Welch**

N REVENGE OF THE JOKER



Holy bat-thing! It's muffle man! Hold on, it doesn't look like he has any power left. No, he hasn't which is why he's probably disintigrating before my very very bat-eyes. If this is the best The Joker can do, I'll soon be going home for tea. Crisis or not!

JASON SAYS:

This is an impressive continuation of the Batman series that includes everything from ear-bashing sound to stunning, effective graphics. Their quality makes the previous Batman games appear totally dull and boring. The main sprites are refreshingly big, but the major downfall of the game is the poor sprite collision detection.

With infinite continues it may sound too easy to complete, but failing to reach level four after three hours of playing soon changed my mind. Thoroughly enjoyable and a really addictive platform adventure. Tough, but well worth sticking at.

JASON

BATMAN: REVENGE OF THE JOKER

SUNSOFT ● £49.99 ● IMPORT

CART SIZE.....8Mbit
PLAYERS 1
STAGES.....18
SKILL LEVELS 1
FEATURES ...password
CONTACT

Games Master ✆ (0202) 527314

ACTION

STRATEGY

GRAPHICS 86%

▲ There's good variety in backdrops and the main sprites are impressive.
▼ There is occasional, but annoyingly poor, sprite collision detection.

SOUND 88%

▲ Thundering introduction sequence and atmospheric music for each level.
▼ The majority of sound effects, except Batman's weapons, are loud 'n' nasty'.

GAMEPLAY 84%

▲ There's a wide selection of moves and weapons to use along the way.
▼ Some power-ups really annoy and frustrate, particularly the Shield Star.

CHALLENGE 90%

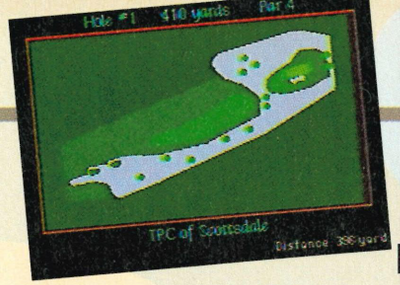
▲ Awesome. Ideal difficulty level and infinite continues make this a winner.
▲ It's doubtful that you're going to leave this alone until it's completed.

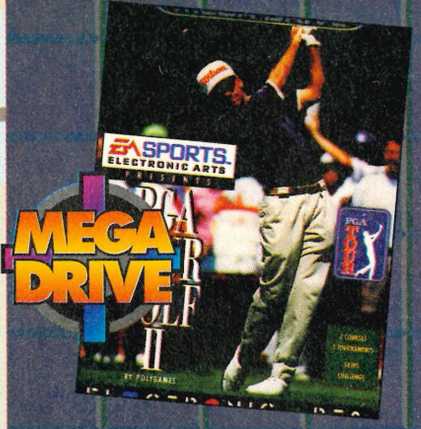
PROSCORE

84%

Definitely the best Batman outing so far, but on import, it's very expensive and there's better for the price.

Anton Furst, Gotham's designer, committed suicide shortly before the second movie, Batman Returns.





PGA TOUR GOLF II

EA ● £44.99 ● OUT NOW

CART SIZE.....8Mbit
PLAYERS 4
STAGES.....7
SKILL LEVELS 1
FEATURES.....save
CONTACT
Electronic Arts © (0753) 546672

AVAILABLE IN UK

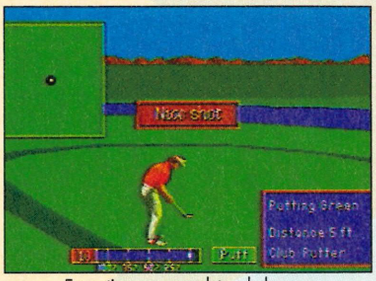
ACTION
STRATEGY

PGA Tour Golf, released back in 1990 was an instant success and since then it has seldom left the charts. Golf had never been so exciting and this game boosted the profile of armchair sports fans.

Playing golf on console has always been more fun than trekking around the countryside, hurrying so as not to hold the other players up, and searching for lost balls in the rough. Prehistoric or what?

PGA Tour Golf II has just been released and is packed with new features which, EA say, make it easier to play, more varied and more realistic! Among the many new features to be found are improved graphics and control. These contribute towards a much slicker 18 holes!

So, if you fancy yourself as a bit of a Nick Faldo, don those plus fours, grab your golf bag and hit the greens!



● These brilliantly detailed screens pop up occasionally, giving you a break from the usual scenery – grass.

● Every time you complete a hole, your performance is assessed. Comments like "nice shot" mean you didn't complete the hole under par. Boo!

One of the best aspects of Electronic Art's sports games has to be the music. So far, I haven't heard a bad tune from them. Fortunately, this is no exception! It manages to get you into a club-swinging mood and prepares you for the huge option screen you are about to face! You could spend a whole day going through all the choices, but the most important have to be the practice rounds, tournaments and driving ranges.

The driving range and putting greens offer invaluable practice. You can bash away for as long as you want and both are useful for assessing ball distance, the difference the angle makes and wind variance.

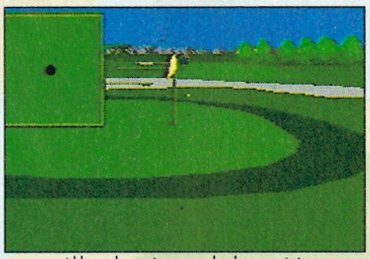
It's in the tournament mode that your playing ability will be tested. In addition to playing against some of the top golfers, up to three friends can join in the tourneys.

One of the joys of *PGA* is that it's highly unpredictable. Just when you thought the title was yours, a duff shot sends the ball into the bunker. Just like the real thing! At the end of 18 holes each player's score and money are recorded in a points table that is updated according to score and winnings. There are seven different courses in all and even the most proficient game player will find beating winning a tough challenge!

Hitting and directing the ball is much easier than in *PGA Tour Golf* – the controls are easily handled, and overall gameplay is much smoother.

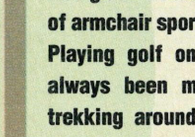
PGA Tour Golf II is better than its predecessor, but only just and it's still as brilliant and highly addictive as ever!

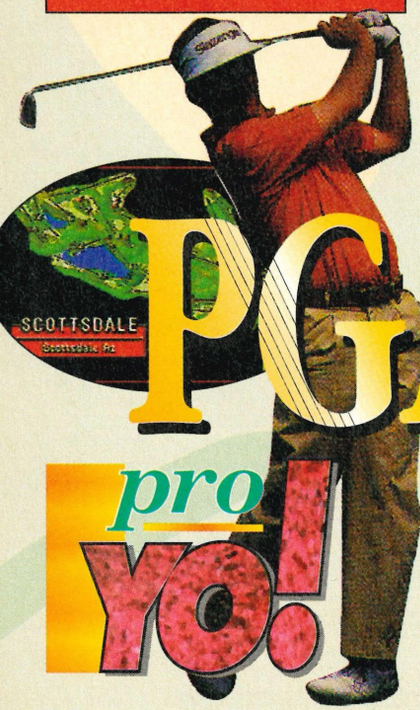
● **Sam "Slice" Hickman**



● Although putting may look easy, it is incredibly hard. Nearly all the greens have slopes, and unless you're very close, it requires a lot of skill.

PROTIP Always take the wind into account before taking a shot and adjust the direction cursor accordingly. If you don't do this, the ball could take a sharp slice to either side!





GRAPHICS 90%

▲ Superb animation of sprite and brilliant variety of players. Some picturesque views of the course.
▲ All of the play options include very different graphics, giving variety.

SOUND 86%

▲ Opening tune is atmospheric and manages to be good without going over the top.
▲ Lack of sound on the course adds to the game. Tunes would have spoiled concentration!

GAMEPLAY 88%

▲ Every game is different and all have the potential of going horribly wrong – keeps you addicted!
▼ People who have *PGA Tour Golf* may not find much of interest here, even though it is better than the first versio

CHALLENGE 90%

▲ Four different courses and tournament option offers a big challenge to even the most proficient golfer.
▲ Also a chance of playing in a league with up to 16 friends – enough challenge for anyone!

PROSCORE 90%

Brilliant fun! If you don't have *PGA Tour Golf*, try this out. If you have, give it a playtest first.

pro Yo! PGA TOUR GOLF II

Hale and Pace are among celebrities who class golf as their favourite pastime.

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Hook

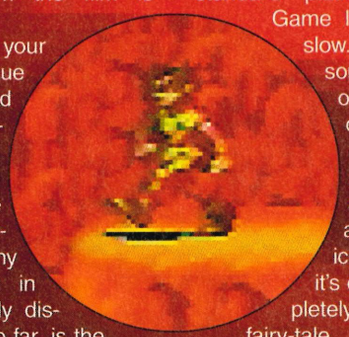
MEGA-CD

Contrary to what your mother may tell you, all children have to grow up at some point. That delicate time of change is bestowed upon us all – unless your name happens to be Peter Pan. This young lad was blessed with eternal youth and was destined to live his life playing and, generally, being very mischievous. Along with a few other chosen pals, Peter lived a very happy life in Never-Never Land.

Happy, that was until a certain Mr Hook turned up. Determined to put a stop to any jolly japers, Hook imprisoned all the boys and turned them into galley slaves on his pirate ship.

All is not lost. Peter has devised a cunning plan to defeat Hook. He must make his way through Never-Never land, fighting Hook's minions until he reaches his final destination – the pirate ship. It won't be easy, but whoever said being a hero was easy?

After a very successful debut on the SNES, *Hook* has been eagerly awaited – especially when it's on the Mega-CD. Fortunately, the intro screens are a visually impressive. The narration of the film's version of the story is accompanied by a lovely cartoon animation of the Pan himself. To add to the atmosphere, music from the film is included.



As Peter Pan, your mission is to rescue the Lost Boys and get rid of the dastardly Hook. This will take you to ten locations around the island of Never-Never Land and many sub-levels included in each level. The only disappointing aspect so far, is the lack of an options screen. There isn't even a difficulty select! There is no excuse for this and first thoughts are that the programmers either forgot or couldn't be bothered to include the options.

Level one begins in the deep wilderness of the island and Hook has already posted his troops on a lookout for Peter Pan. Although they may look pretty hard, they're all easy to kill. Two swipes from Peter's sword is the maximum needed to make any baddie surrender! However, if Peter does happen to get into a spot of trouble he can always use his flying skills. This is instigated by holding down the A button and although it's very useful, it does eat away energy quite considerably!

Although *Hook* has some lovely backgrounds, wonderful graphics and brilliant sound, it is a little shallow on gameplay. Each level is the same and there is no action other than the standard platform-style gameplay. Game loading is very, very slow. The waiting time is sometimes over 20 seconds – well over any delay you might expect to encounter on the Mega-CD. For all it's faults, it is very addictive. With graphics and sound so good, it's easy to become completely engrossed in this fairy-tale adventure! Peter bounds around the screen in a way that only seems possible on the Mega-CD and at times it feels as if you could almost be watching a cartoon!

A big fault of *Hook* is that with no difficulty setting, the game is rather easy. This was one of the main criticisms of the SNES version and is a really disappointing feature of an otherwise excellent game. As it stands, this will appeal to a younger audience, but will offer no long-term excitement for the older or more experienced player.

DINO SAYS:
The beautiful graphics and fantastic CD soundtrack create an atmosphere that is unlike anything I've ever experienced in a game before. What a shame it is that *Hook* is just another platform game with very little else to offer the player. All of the sprites are animated to perfection and the backgrounds are superbly drawn. Everything has a polished feel, except for the gameplay. The CD loading time is terrible and there's nothing here that a good team of programmers and a cartridge couldn't achieve.

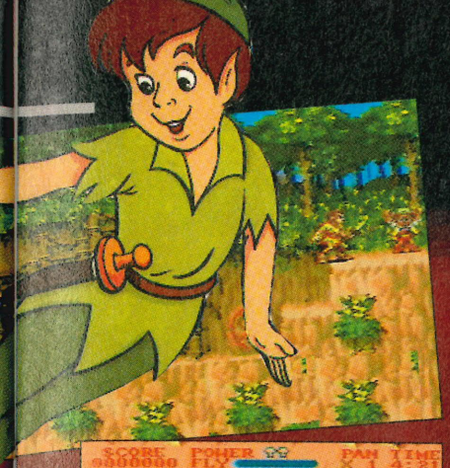
DINO

Although *Hook* may be a brilliant game, it doesn't use the potential of the Mega-CD. All that's been changed form the original cartridge versions is the addition of the film music, a bit of storytelling and a few jazzed-up graphics. It may be nice to look at, but the gameplay is far too shallow and it offers no lasting attraction. It's a worthy title on the Mega-CD, but only just.

● Sam "Tinkerbell" Hickman

PROTIP To defeat the level one boss, stay low. He won't be able to reach you and you will then be free to jump up and destroy him!

The original Peter Pan was written by J M Barrie.

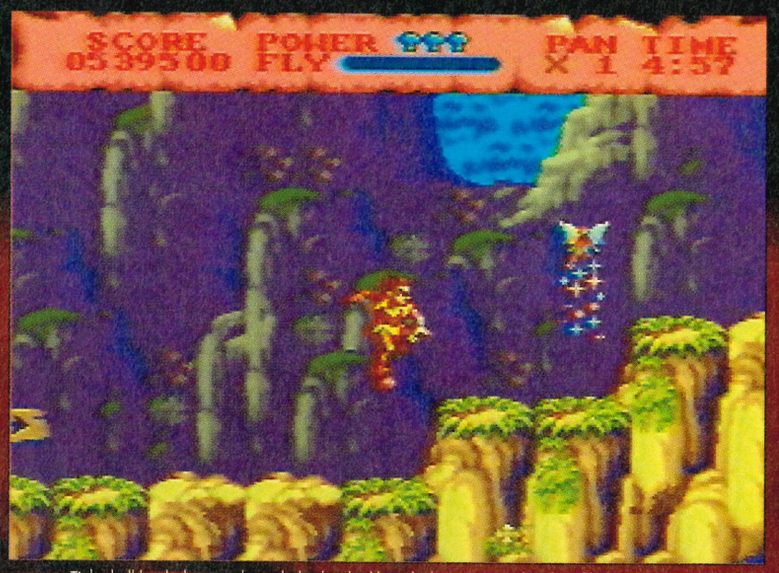


Peter decides to go for an underwater swim and discovers some hidden steps leading to another part of the level.

He then climbs out of the lake without a drop of water on him! Must be something to do with being elf-like.

There are ten areas of the map to explore.Each must be taken in orde r before reaching Hook.

Hook's shipmates will try anything to stop Peter Pan from rescuing the Lost Boys. A few paltry rocks are no match for our hero, though!



Tinkerbell leads the way through this level, although she's not exactly a lot of help. She just flies about for a while and then disappears off into the distance. Thanks a lot mate!

Peter Pan demonstrates his flying abilities. One of the joys of *Hook* is that the contols are fairly easy to get used to. This makes tasks like flying much, much easier.

The film *Hook* starred Robin Williams, Julia Roberts and Dustin Hoffman.

HOOK

SONY ● £54.99 ● IMPORT

CD ACCESS.....Slow
PLAYERS 1
STAGES.....10
SKILL LEVELS 1
FEATURES .....n/a
CONTACT
Video Games Centre ✆ (0202) 527314

AVAILABLE IN USA

ACTION
STRATEGY

GRAPHICS 89%

▲ Very bright backgrounds with brilliant detail and it's very atmospheric.
▲ Each level features different graphics with good sprite animation.

SOUND 90%

▲ Actual film music has been used and it's all very emotional.
▲ Spot effects are realistic – especially when Peter Pan gets hit!

GAMEPLAY 65%

▲ Easy to get the hang of: in fact, it's too easy! Shallow and very boring after a while.
▼ Game loading is far too slow and there's a lot of waiting around.

CHALLENGE 60%

▲ Will offer many nights of delight to the younger or inexperienced audience.
▼ Others will complete it very quickly and then never touch it again.

PROSCORE 69%

Brilliant to look at, but it's a little thin on gameplay although it's a good introductory game for beginners.

BATMAN RETURNS

MASTER SYSTEM

Batman has been hanging around the hero circuit for a fair old while now, but he's still as valuable as ever to the citizens of Gotham City!

Batman knows that the public need his help, but he's been feeling rather hopeless lately. His popularity has plummeted and the citizens are holding him responsible for the death of a young girl. The caped crusader knows better – he's sure that The Penguin lies behind the mystery.

Proving his innocence is going to be a tough job, so he flies off into the night to find the real baddies! It isn't going to be easy! The Penguin's allies lurk throughout the city and they're all more than just a little eager to cause terminal damage to the hero!

This monster truck is encountered at the end of level one. Just batarang it a few times and it will burst into flames!

Is it a bird, is it a plane – no it's er, Batman. Here the hero displays his flying abilities in the suburbs of Gotham.

Batman Returns has been released on every other Sega format and has received, well, rather lukewarm reviews. Master System games have been known for being notoriously different to their Mega Drive counterparts, so hopefully we're in for a pleasant surprise!

PROTIP Don't run too close to enemies. Due to dodgy collision detection, you'll die before the enemy has a chance to hit you!

There are no options to choose from at all, but there is a choice of routes throughout each level. This makes up for the lack of options somewhat, as both routes on each level are very different – making gameplay twice as large. Route A comprises mainly of enemy action while route B is more dependant on strategical gameplay.

Unfortunately, this is about as original as the game gets. Apart from that, *Batman Returns* is a typical platformer with absolutely no novel touches whatsoever.

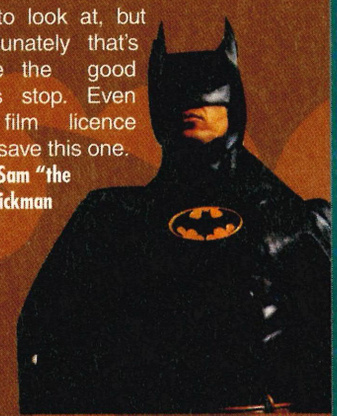
Action is very similar to *ESWAT* – all you have to do is run along, shoot enemies, jump on to platforms and defeat the obligatory end-of-level guardian.

If gameplay was a little more involved, this could be a very good game, but as it stands it is little more than boring.

Thankfully, there are a few redeeming features. The graphics are detailed and there are no garish colours. Sprite animation is quite smooth although the controls are sluggish. Luckily, Batman has also managed to keep his grappling hook, allowing him to swing from platform-to-platform with great ease.

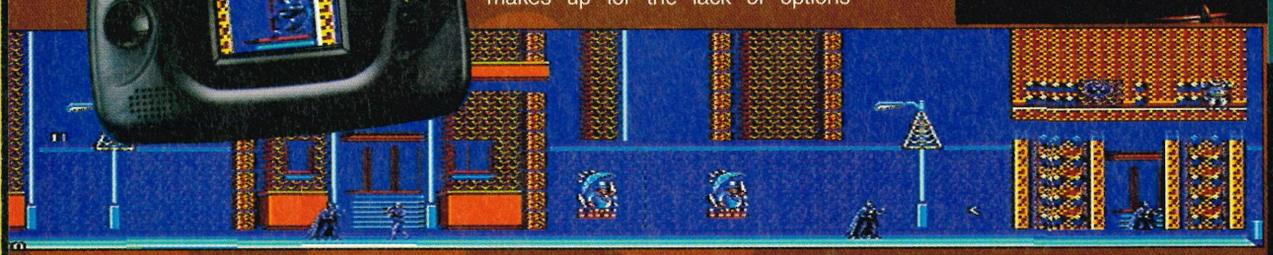
What a disappointment. Even fans of platform games may find this wears a little thin after a while. It's nice to look at, but unfortunately that's where the good points stop. Even the film licence can't save this one.

● Sam "the cat" Hickman

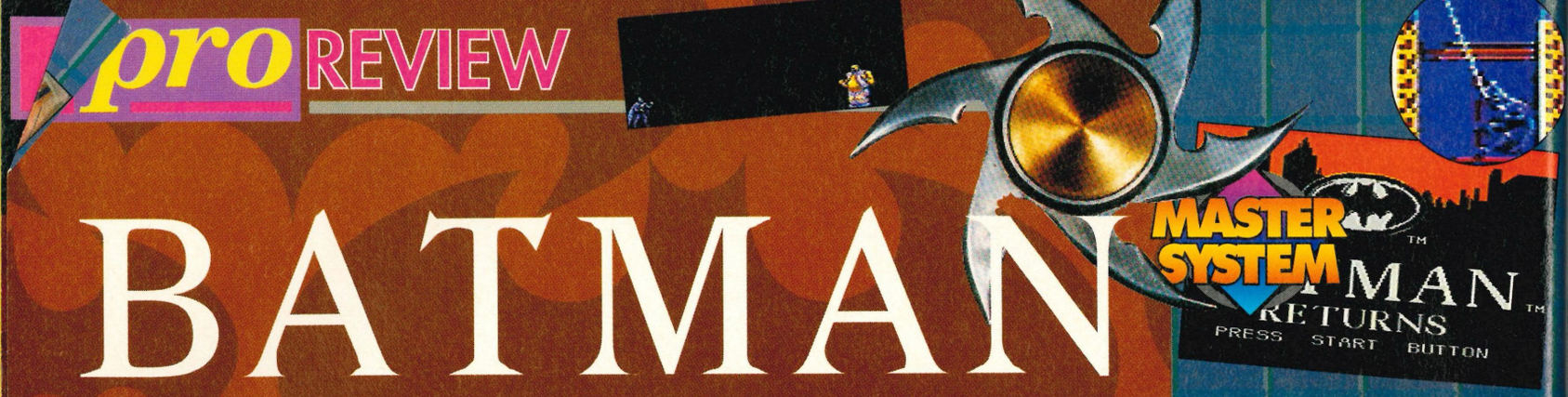


HOLY BATGEAR

Don't bother! The proper Game Gear version is completely different and it's better! Playing the Master System version through the Game Gear only makes gameplay much more frustrating than it needs to be!



Bats are blind and rely on sonar senses to find their way around.



BATMAN RETURNS

SEGA ● £32.99 ● OUT MARCH

CART SIZE.....2Mbit
PLAYERS 1
STAGES.....10
SKILL LEVELS 1
FEATURES .....n/a
CONTACT

Sega ✆ (071) 7278070

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 87%

▲ Backgrounds are colourful and are fairly detailed. Each level offers essential variety.
▲ Animation is very smooth and there are lots of different enemy and guardian sprites.

SOUND 58%

▲ Opening sounds are quite tuneful and don't get on your nerves at all.
▼ The spot effects however leave a lot to be desired. Very bleepy and monotonous.

GAMEPLAY 55%

▲ Lots of action and the choice of different routes adds interesting element.
▼ The unresponsive controls get too frustrating and it's too easy to die.

CHALLENGE 58%

▲ Because it's so easy to die, the challenge level is set very high.
▼ Even though the challenge may be high, it doesn't mean you'd want to keep on trying!

PROSCORE 53%

This may entertain you for a while, but this disappointing waste of a good film licence soon wears thin.

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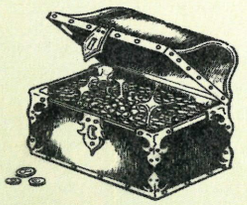

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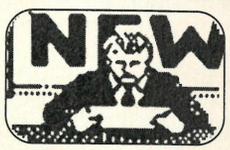

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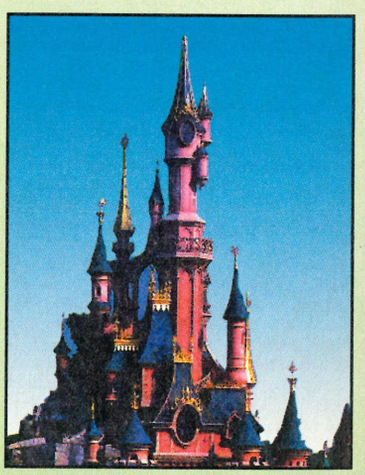

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MEGA DRIVE

However sophisticated we may be now, there was a time when humans ran around wearing little more than a discreetly placed loincloth. The world was a very dangerous place. With little to protect him, he would have to rely on his wits to survive. Failing that, he may have to discover an invaluable tool to make life that little bit easier.

Those days may mean little to us now, but if our ancestors hadn't discovered vital tools, we might still be running around in those loincloths today. How would you cope if you were in primeval man's shoes? If the development of the human race depended on you, could you pull it off?

***Humans* is a new game from Imagitec and its main priority is to change man from a Neanderthal thug to an intelligent being. If you think this is hard to believe, wait until you see the scrapes they get themselves into!**

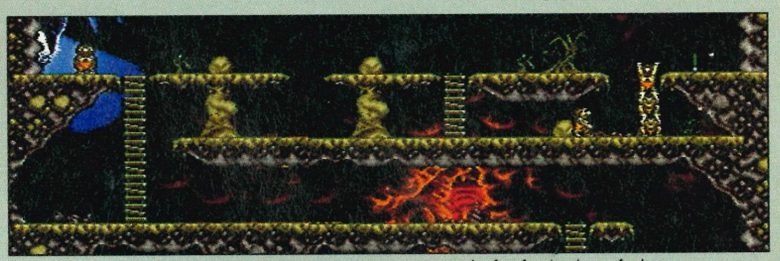
Is there enough? Well there's never enough. Juggling skills from human to human is a puzzling task.

iar with the game controls. Level one rewards you with the discovery of the spear, but in later levels tools such as fire and the wheel must be utilised to get to the goal.

As in *Lemmings*, the various skills that each human has are instigated using a cursor. However, the skills each possess also depends on the tool the sprite is carrying at the time. This makes gameplay far more in depth than other puzzle games such as *Krusty's Super Fun House* or *Lemmings*. The graphics are also more defined. Rather than being tiny, the sprites are a decent size, making the overall appearance very classy.

Humans has over 80 levels and although it may start off easy, it will pose a challenge even to those who have finished *Lemmings*. A mammoth game that is interesting addictive and most of all, brilliant fun!

● **Sam "flint stone" Hickman**



The first few levels are fairly easy. Simple puzzles get you used to gameplay and they soon turn into complex

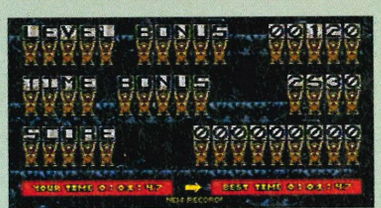
After *Lemmings* took over the console world a few months ago, you may have expected to see all manner of puzzle games flooding the market. *Humans* is very very similar in concept, but thankfully, it's not a direct rip-off.

It's possible to play it on three different difficulty levels, or enter the game through a password. You can also choose to have music and sound fx on or off

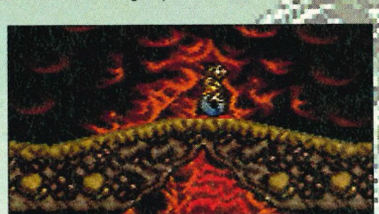
When beginning a level, the similarity to *Lemmings* is immediately obvious. The humans must be manoeuvred around various obstacles to reach the level exit that is usually at the top or bottom of the screen. Each human has a different skill which must be combined with those of the others to get through each level.

The first few levels are easy to enable players to become familiar with the game controls. Level one rewards you with the discovery of the spear, but in later levels tools such as fire and the wheel must be utilised to get to the goal.

PROTIP The humans can't jump from great heights, so don't try it! If you do you'll be reduced to a pile of dust!



Complete the level within the time limit and you'll be treated to these madmen who will give you a bonus!



Apart from discovering spears and fire, the humans can also make use of Stone-age bikes!

Neanderthal man had a smaller brain then modern man.

THE HUMANS

GAMETEK ● £39.99 ● IMPORT

CART SIZE.....8Mbit
PLAYERS 1
STAGES.....80
SKILL LEVELS 3
FEATURES ...password
CONTACT
Video Games Centre✆ (0202) 527314

AVAILABLE IN UK

ACTION STRATEGY

GRAPHICS 88%

▲ Brilliant backgrounds with many vibrant colours and many variations in scenarios.
▲ Sprites are just the right size and the tools they can use are also brilliant fun to watch.

SOUND 75%

▲ A good theme tune, incorporating the fun element of the game.
▼ Sound effects are quite realistic, but there could have been a few more of them.

GAMEPLAY 85%

▲ Will keep you coming back for more, as it's hugely addictive and great fun.
▼ Controls are a little bit too fiddly at first and this can be off-putting.

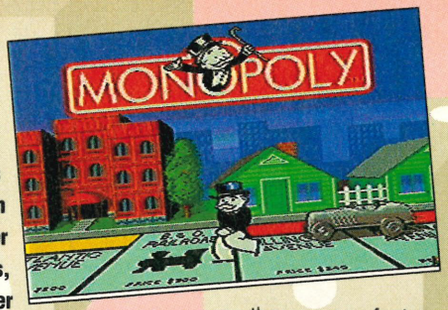
CHALLENGE 85%

▲ With three different difficulty levels, this will please players of all abilities.
▲ Eases you into the game gradually, so those later levels don't seem as hard.

PROSCORE 86%

A great new angle with possible disastrous consequences! This is fun and is a definite must for puzzle fans!

MONOPOLY

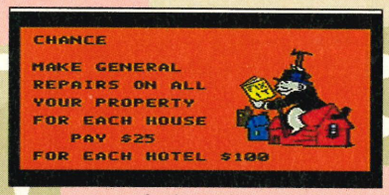


Monopoly must be one of the biggest selling games of all times. Sold to the Parker Brothers in 1935 by Charles B. Darrow. Monopoly is now sold in over 32 countries and in 23 different languages. Now under licence from the Parker Brothers, one of the biggest board games ever is on one of the biggest consoles ever!

Up to eight human players can play *Monopoly* and solo players can play against the computer. Should you not want to bother with all the preliminaries, one of 12 preset games can be chosen to get straight into action. Alternatively you could decide on the amount of assets to start with, either crippling your opponents or increasing the challenge.

This version contains two differences from the board game. The computer plays the banker, making the game faster and the computer won't cheat with the figures. The second difference is that as the cart is American, all the money is in Dollars and place names are of American streets.

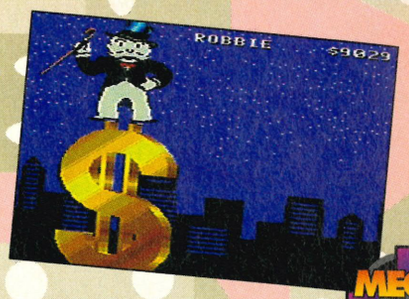
One of the most useful options is the Auction. Properties are put up for bidding when players don't buy the property they land on. This means you can pick up bargains if your partner is strapped for cash.



No room for cheating here (unless you're playing the computer). Pay up or else!

There's not many changes from the original Monopoly board in this version – a good job too!

However, should all players have loads of money and want the same property, they could end up paying way over the odds. If you buy this, so could you!



MEGA DRIVE

MONOPOLY

PARKER BROS ● £34.99 ● IMPORT

GRAPHICS 69%
SOUND 45%
GAMEPLAY 79%
CHALLENGE 88%

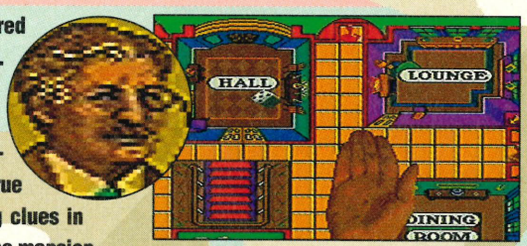
PROSCORE 76%

With amusing, colourful graphics and fast gameplay, *Monopoly* is definitely better than the board game, but it isn't worth £36!

clue

Mr. Boddy has been murdered at the Boddy mansion. There are six suspects including you and, in order to prove your innocence, you must find the true murderer by way of asking clues in the various rooms within the mansion.

In the words of Sherlock Holmes, "The game is afoot!"



A real puzzler if ever there was one. Choose the murder site from several rooms and then hurl your accusations!

Players control one of six characters who have the same attributes, so there are no advantages to be had in choosing certain suspects.

Very similar to the board game Cluedo, the idea is to travel from room to room making suggestions about who the murderer is, what they used and where about they did it.

Caught in the act! T here's no escaping this time, so the guilty party is forced to go quietly.

The music can be atmospheric in places, but there are very few sound effects and while the graphics are okay, they are kept simple.

When making suggestions, the console acts out theory and interrupts the scene with some information to either prove or disprove your idea. This adds excitement as players wait to find out if each theory is substantiated by the judge.

When you finally know the answer you can make an accusation. Should you get it wrong, then it's game over. If you get it right, you are treated to a pictorial feast of the murderer performing the deed before they are led away by the police. As if that was not enough, the mystery solver gloating over how clever they are is shown on screen. This becomes very annoying if it's not you.

● **Robbie "Peacock" Welch**

MEGA DRIVE

CLUE

PARKER BROS ● £36.99 ● IMPORT

GRAPHICS 83%
SOUND 52%
GAMEPLAY 83%
CHALLENGE 87%

PROSCORE 84%

Once you have seen all the endings, there's little else to keep you coming back, but in multi-player mode it should keep you amused for months.

The earkliest board game dates back to 65 BC. It's a Chinese board game call Mah Jong.

Chuck Rock has been released on most home formats and certainly on every single Sega System and has now sold more than a few copies. On Sega, the only format missing was the Mega-CD version – until now! With around 550 MegaBytes of space on a single CD, the scope for this type of game is huge.

Many cartridge games are making their way onto CD as a matter of course. The argument is that if you have a Mega-CD, you won't want to buy cartridge games for the same price that you can buy slightly superior CD games. Will this CD conversion feature more levels, better music and graphics or will it just be a simple transfer? Only time and a very long, hard look will reveal the truth.

Chuck Rock has a long, animated intro which shows Orphila's kidnap and Chuck's race to save her. The animated cartoon-style graphics are very amusing, but the commentary during the intro is terrible!

The game concerns Chuck Rock, a bald, fat caveman who's had his wife stolen. The only way he can get her back is to travel through his neighbourhood until he meets her abductor for the final showdown.

The Mega Drive version was very good, except for one thing – the levels were too small and there weren't enough of them. This has been remedied with the Mega-CD version by the inclusion of around 15 new sub-levels that lengthen the game considerably.

Chuck's controls and movements are exactly the same; he can still belly butt, pick up rocks or kick the various monsters to kill them. The gameplay is exactly the same as the previous versions and anyone who likes the game will have a field day with this one.

PROTIP Hold a rock above your head for protection against flying reptiles and falling rocks.

The graphics have been improved slightly and the scrolling also includes some interesting parallax effects. Sound-wise, the music has been re-written and is played directly off the CD. Some of the sound effects have been beefed up by using the Mega-CD's sound processing power and this does a little to improve the game, but not too much.

The best improvement has to be the inclusion of a password system. Every time you complete a level, you're given a password that will let you re-start the game at the point at a later date.

On the whole, a worthy re-write that falls into the *WonderDog* category of games. In other words, it's very pretty and the sound is brilliant, but you can't help wondering why this sort of game that is already out on cartridge has to come out on CD too.

● **Dino "Baldy" Boni**

Leave Chuck alone too long and he will indulge in some ritual scratching of his various body parts!

Every now and then, a friendly pterodactyl gives you a ride to the next part of a level, missing some of it out.

Part of the first level is shown here, complete with all of its inherent nasties. The pig at the top of the screen gives Chuck some bonus points if he collects it, while the heart next to it beefs up his energy.

Chuck Rock was originally written on the Amiga in an extended version of BASIC!

CHUCK ROCK

SEGA ● £49.99 ● IMPORT

CD ACCESS ..Very Fast
PLAYERS 1
STAGES.....22
SKILL LEVELS 1
FEATURES ..passwords
CONTACT
Video Games Centre ✆ (0202) 527314

AVAILABLE IN USA

ACTION STRATEGY

GRAPHICS 82%

▲ Improved sprites, backgrounds and scrolling compare favourably to others.
▲ Animated intro is well-executed. Could've been a little longer, I suppose.

SOUND 90%

▲ CD quality sound-track which enhances the game. Plenty of rocky tracks to belly-butt to.
▼ The beefed-up sound fx are un- noticeable and there still aren't enough of them.

GAMEPLAY 85%

▲ Another platform game with a few puzzles to solve. It's as simple as that.
▼ The addition of sub-levels increases the lastibility factor, but they're nothing special.

CHALLENGE 81%

▲ Passwords eliminate the frustration factor and make the game a little bit easier.
▼ The extra levels are more or less the same, so it defeats the object entirely.

PROSCORE 82%

The CD music and extra levelsare great, but don't be too disappointed if you find nothing new and exciting.

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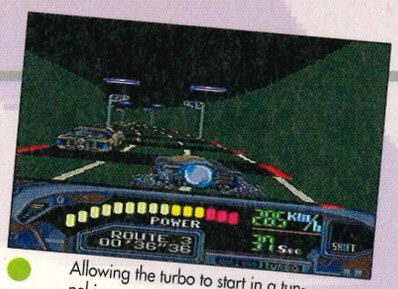
MEGA DRIVE

The *Outrun* series knows no limits as far as Sega are concerned! The newest escapade into high-speed thrills is set in the year 2019 and instead of driving a Ferrari or Porsche, you're slung behind the wheel of a car that look suspiciously like the Batmobile! The turbo has been replaced by a mammoth jet engine bolted to the rear of the car, the courses are more decorative and lively and the top speed of the car has increased to around 400 MPH!

The roads still look the same in 2019. Tunnels, trees and lamposts all represent a big danger to any car who strays off the road too far. Buckle up, put on a sturdy crash helmet and prepare for the ride of your life!

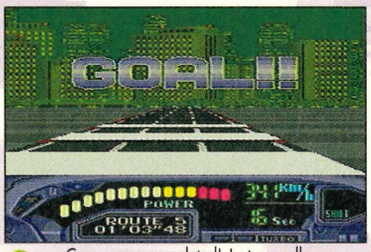
Taking a corner at 295 Km/H isn't for the faint-hearted, believe me!



Allowing the turbo to start in a tunnel is a very, very bad idea!

Thankfully, your tyres can take the sudden burst of speed from the turbo

Hit a bump too fast and you'll find yourself skidding on your roof!



Course one completed! Just as well, because I only have 16 seconds left.

Some of the later courses include ramps that launch you into the air.

Unlike the previous versions of *Outrun*, which just centred around one course that had a few dozen different routes, this has four different circuits, each with numerous ways of completing them. The battery back-up, which lets you save you game each time you complete a course, records all of the highest lap times.

The controls are pretty simple; brake, accelerate and, depending on which gear box you choose, change gear.

When blasting a path along the road, a series of lights on the dashboard measure your speed along with a numerical speedo. When it reaches the top, the jet engine starts charging. Once charged, the engine is boosted and you can almost feel yourself being pushed back into your seat!

PROTIP When you want to take a tight corner at a high speed, quickly tap the acceleration button instead of the brake. This will keep you on course and maintain your speed.

The battery back up has one last trick up its sleeve. You can replay the last course you raced while sitting back to watch all the mistakes you made! This is very useful for marking out difficult bends in the course and it's also very enjoyable.

The graphics in the game are colourful, clear and very fast. The road scrolls smoothly towards you and the roadside objects give a real sense of speed. The sound effects are good, but the sreeching of tyres when taking a corner too fast sounds like a cat in a food blender!

One of the better *Outrun* games. It's fast, pretty and fun to play.

● **Dino "Super-charged" Boni**

Thrust 1, the holder of the World Land Speed record, had a jet engine in the back of it.

OUTRUN 2019

SEGA ● £39.99 ● OUT MARCH

CART SIZE.....4Mbit
PLAYERS 1
STAGES.....26
SKILL LEVELS 3
FEATURES ...continue save, replay

CONTACT
Sega ✆ (071) 727 8070

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 84%
▲ Smooth and fast graphics make you think that you're travelling at 400 MPH.
▲ Neatly drawn still pictures on the title and options screen.

SOUND 78%
▲ Thundering noises from the game that can only be your car roaring into life!
▼ The tyre-screeching sound is truly pathetic by anyones' standards.

GAMEPLAY 80%
▲ More courses and replay feature supply what was missing in earlier releases.
▼ The same as other *Outrun* games; drive against the clock and don't hit anything!

CHALLENGE 85%
▲ Plenty of courses to get to grips with and loads of new obstacles to avoid.
▲ Battery back-up gives the on-going challenge that wasn't around before.

PROSCORE
84%
A decent driving game in its own right, even if the car you drive is a little bit on the wild side!

STREETS OF RAGE

SEGA ● £24.99 ● OUT NOW

CART SIZE.....2Mbit
PLAYERS 2
STAGES.....5
SKILL LEVELS 1
FEATURES .....n\a
CONTACT

Lansdowne Computers ✆ (0202) 556535

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 77%

▲ Colourful backgrounds will keep interest levels high.
▼ The main sprites are too small and often barely visible.

SOUND 72%

▲ The atmosphere is set with an oriental introductory tune.
▼ Spot effects should have been more realistic when you're hit.

GAMEPLAY 90%

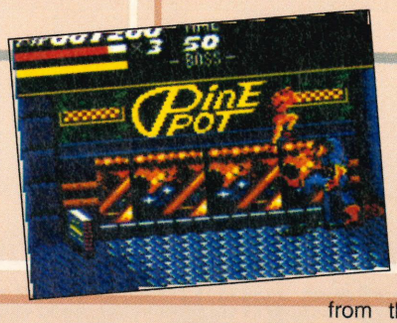
▲ Several different moves are offered to your chosen fighter.
▲ An array of items are waiting for collection throughout the game.

CHALLENGE 84%

▲ Longevity is certainly kept high with a minimal amount of continues.
▲ A difficulty setting ensures a constantly challenging mission.

PROSCORE 86%

A decent game that will appeal to all beat-'em-up fans. It has to be the popular new release on the Gear.



First impressions are not wonderful. The main difference from the original Mega Drive version is that only two characters are available for selection, rather than the MD's usual three. Fortunately, a two-player link-up mode is included and you can choose between Axel and Blaze.

As the intro ends, you select your character and enter the beginning round. The sprites appear to be far too small to make the game enjoyably playable, but the relatively long and challenging first round was a pleasant surprise. Little in the gameplay had been lost and the assailants were certainly as tough as usual to defeat.

Continuing through the generally long five rounds threw up a large selection of special items which are there for the taking. These range from the ever-present and deadly knife to a highly original pepper-shaker. The one-up and continue bonuses are useful, but there aren't many of them.

As with the other beat-'em-ups, you soon become purely addicted to the inquisitiveness of what's around the corner. It's also a challenge to see how many baddies you can beat up without losing a life and this certainly throws a large number of them in your direction!

The mission concludes at the Syndicate Headquarters where there's a pleasant change of scenery in the battle against the end-of-game guardian.

The most disappointing aspect of *Streets of Rage*, is that those who enjoy thinking games may be left constantly hoping for something different. This doesn't happen, but that's not what this is about. If you're after a beat-'em-up, you won't find better than this.

● Jason "Raging" Johnson

PROTIP When fighting the second guardian, attack constantly with the flying kick to avoid the flame. Once he's knocked-down, repeat the process rapidly to kill him off.

Just for a change, beat the crap out of everyone that dares come near you. Who's next?

The highly acclaimed super beat-'em-up has at last reached the Game Gear. *Streets of Rage* was a major success on the Mega Drive, so will it meet the same standard on the portable version? Due to the popular demand for this game, I had developed sense of enthusiasm.

As with any beat-'em-up, your mission is to steadily progress through the various levels beating the hell out of anything in sight. Simple really, but does Streets of Rage offer something a touch more innovative and possibly original? For those who are unaware of the story, you choose to control one of two retired juvenile coppers. As the mystery unfolds, you soon realise that they've decided to spend an early retirement helping the victimised population.

You're enlisted to help them on a treacherous mission to regain possession of the people's city. Will they succeed?

As the going gets tough, the tough get going! *Streets of Rage* will sort out the wimps from the hard-nuts.

GAME GEAR

STREETS OF RAGE

Bruce Lee's real name was credited as Jason Scott Lee in the television series "The Green Hornet."

THE PROFILE

SegaPro is Britian's first Sega magazine to comprehensively cover both official and import games. Our experience and knowledge is crammed into each game review. We know more about Sega games than anyone else and that is reflected in the quantity and quality of the information we provide each and every month.

Definitive? Well, we think so. You won't find a more extensive guide in any other magazine. Every month, we'll update the listings, with all new entries highlighted. Many game ratings will change to reflect long-term interest and dating – most games become less impressive as technology develops and newer games become available. For instance, our top game, Streets Of Rage II, scores a whopping 96%, but it may age in a few months. Each game rating is what we think now, not what we thought when the game was first released.

Regular readers will be aware that ProPick has been replaced. We now print our Top 100 Sega games every month and all ProYo! games (scoring 90% and over) will be highlighted in red throughout the file.

PRO CHARTS Not only one, but three charts from the big game retailers Virgin Mega Stores, HMV and Our Price on Mega Drive, Master System, Game Gear and, when it is released, Mega-CD.

PRO MOVES If you are particularly hot on a game. Videotape your favourite sequence and send it in. It could be a super move on *Streets of Rage II*, a super goal in Super Kick Off or a touchdown in *Madden's Football*. A SegaPro T-shirt is up for grabs for any moves published!

pro SCORES Send in your high scores for any game that you think you've mastered. Every month we'll print a list of games that we want high scores for. An overall winner, as judged by the Pros, will receive a SegaPro T-shirt!

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THE PRO

With well over 600 Sega game reviews coverin System and Game Gear, plus charts and oodles of ProMoves, there's only one place to look if you wa

MEGA DRIVE ▼ MEGA DRIVE ▼ MEGA D

1943
IMPORT
Aircraft combat shoot-'em-up. Progress through the multiple level classic using a basic range of weapons. Totally out-dated, but still fun. 64%

688 ATTACK SUB
SEGA £39.99
Submarine sims are few and far between, but this little beauty shows that it is possible to do a credible job. It's very hard to get into, but the effort is worth it. 78%

ADVANCED WW2 SIMULATOR
IMPORT
This is one difficult game to play. You'll need a strong knowledge of the Japanese language. Pity really, because there's a great game hidden behind it all. 76%

AERO BLASTERS
IMPORT
Too short and easy. Just another shoot-'em-up. Simultaneous two-player is fun, but there are better games in the genre. 62%

AFTER BURNER II
SEGA £34.99
Very accurate portrayal of the hydraulic coin-op. However, it's a bit easy and suffers from too much repetition of tedious tasks. 66%

AIR DIVER
IMPORT
Similar to *After Burner II* in both looks and playability. It has more challenging play with a wider variety of opponents and tough guardians. 77%

ALESTE (MUSHA)
IMPORT
This is one fun vertically scrolling shoot-'em-up. Detailed graphics, but like similar games, it may prove just too easy for most MD players. 80%

ALEX KIDD IN ENCHANTED CASTLE
SEGA £29.99
This platform adventure has loads of games and is packed with an average selection of adversaries, but the whole scenario becomes very boring. 62%

ALIEN 3
FLYING EDGE £39.99
May go down as the fantastic platform shoot-'em-up that never was. Nice graphics and sound, but not much to challenge even the beginner. 77%

ALIEN STORM
SEGA £34.99
This horizontal alien shoot-'em-up is just far too easy. The two-player option is fun and the graphics good, but it'll all be over too soon. 74%

ALISIA DRAGOON
SEGA £39.95
Alisia Dragoon is one tough chick. You must help her through eight stages in the style of *Valis*. Few lives and tough guardians, very challenging. 82%

ALTERED BEAST
SEGA £34.99
The first game to impress Mega Drive owners. The graphics are flickery and response slow. Usually given away free – nuff said... 48%

AMBITION OF CAESAR
IMPORT
Only for real fans of strategy games. Fortunately the graphics are excellent and will keep you enthralled for ages. Sadly, it's very hard to get into. 73%

AMERICAN GLADIATORS
IMPORT
First we had wrestling giants, now flesh-pounding Gladiators. Six events to compete in and master before you're a true Gladiator. One for the girls? 72%

AQUATIC GAMES
ELECTRONIC ARTS £39.99
James Pond, the fishy star, stars in a series of classy, but fun sports. Enthralling graphics and gameplay make this one of the best sporting events ever. 82%

ARCH RIVALS
FLYING EDGE £34.99
Hop, skip and punch your way through this manic basketball extravaganza. It's great fun for the first hour or so, but the novelty soon wears off and its mediocrity becomes apparent. 76%

ARCUS ODYSSEY
IMPORT
RPG in the style of *Gauntlet*. Two players simultaneously vandalise eight graphically excellent levels.There's a much needed password save. 89%

ARIEL: THE LITTLE MERMAID
SEGA £39.99
Use your skills, as either Ariel or Triton, to defeat the evil forces of darkness and save your buddy. Plenty of vicious sharks to deal with. 72%

ARNOLD PALMER TOUR GOLF
SEGA £34.99
One of the first golfing games, but still holding its own with the likes of *PGA Tour Golf*. Real feeling of being out there on the course, smacking little white balls. 81%

ARROW FLASH
SEGA £34.99
This is a very vacant shoot-'em-up. The graphics are poor, the power-ups limited and the guardians a cinch to kill. Why bother? 29%

ART ALIVE
SEGA £29.99
This innovative art package encourages you to draw within the confines of the Mega Drive. Only one problem: you can't save or print out the pictures. 39%

ASSAULT-SUIT-LEYNOS
IMPORT
Called *Target Earth* in the States. You are a robot who has to bash similar robots over eight moonscapes. Not much fun, but there are a few neat cheats. 42%

ATOMIC ROBOKID
IMPORT
Yet another run-of-the-mill scrolling shoot-'em-up. Definitely one for blast-'em fans who aim to collect every cart released, even if they're rubbish. 37%

ATOMIC RUNNER
IMPORT
Impressive graphics and funky sound FX make this a good, solid platform shoot-'em-up. However, there are better around and this wears thin after a few hours. 59%

AXIS
IMPORT
This is a well-hidden gem. Worth seeing just for the amazing 3-D graphics, but also contains very addictive gameplay. A fine walkabout shoot-'em-up. 75%

BACK TO THE FUTURE III
IMPORT
Marty McFly, animated in the worst possible taste, proves to be a serious let-down in this disappointing film licence. Don't even think of testing it out! 28%

BAD OMEN
IMPORT
This Break-Out clone fails to have enough content for the big machine. Even so, the graphics are ace, with some really gruesome tough nuts to kill. 75%

BART VS THE SPACE MUTANTS
FLYING EDGE £39.99
This is without doubt one of the toughest cartoon licences out. It's even more annoying because everything about it is so perfect; the graphics, the difficulty, the sound, etc and it's packed with challenge. 89%

BATMAN
SEGA £39.99
This fine conversion was only just released officially in the UK. It may get a tad boring, but the accurate graphics hold things together. 82%

BATMAN RETURNS
SEGA £39.99
Far from inspiring game that should have been much better. Totally unoriginal, with poor graphics and even worse sound. A real waste. 43%

BATTLE GOLFER
IMPORT
A golden-oldie arcade adventure. It's all about the exploits of a golf ball. This may not sound like the best of starting points for a game, but it's good. 72%

BATTLEMASTER
IMPORT
Excellent presentation at the start welcomes novices. It can be picked up for a lot less than most, so it's worth a look for beginners. 78%

BATTLE SQUADRON
ELECTRONIC ARTS £39.99
Its one advantage over other shoot-'em-ups is toughness challenging evenost gifted of players. If you want a great looking and sounding shooter, then this is your man! 85%

BEAST WARRIORS
IMPORT
Colourful, detailed graphics offset by terrible sound and slow jerky gameplay. Don't be fooled by pretty pictures, there's nothing nice about this game. 20%

BIMINI RUN
IMPORT
A shoot-'em-up that tries to impress with a scenario other than outer-space. Is a bit of a laugh for a while, but soon becomes repetitive and boring. 57%

BIO SHIP: PALADIN
IMPORT
Satisfactory two-player shoot-'em-up with cool sound and stunning level guardians. It slows down when there are too many sprites on-screen and it's pretty easy. 51%

BLOCK-OUT
ELECTRONIC ARTS £34.99
Tetris goes 3-D as you, viewing from above, attempt to fit the blocks into a well. It takes quite a while to get used to the perspective, but once you do, it's very challenging. 76%

BONANZA BROS
SEGA £34.99
Other than having simplistic graphics, the most flawed part of the accurate conversion is that it is very, very easy. Grab a partner and in two-player mode you'll soon have it completed. 58%

BUCK RODGERS
ELECTRONIC ARTS £49.99
Entry level RPG with the difficulty set just right for beginners. The compelling challenge means you are never short of something to do. 86%

BUDOKHAN
ELECTRONIC ARTS £39.99
The excellent presentation builds up a terrific atmosphere. It's a shame that beneath it is a very shallow beat-'em-up with few opponents and limited moves. 56%

BULLS VS LAKERS
ELECTRONIC ARTS £39.95
Re-live the 1991 NBA finals in this basketball sim. Every detail is taken care of, making the game technically accurate if nothing else. For die-hard fans only. 78%

BURNING FORCE
IMPORT
A sad attempt at what should have been a thrilling blast-'em -up. It offers nothing new. The scenario, graphics and bleeps have been seen many times before and, sadly, may be seen a few more times too. 28%

CADASH
IMPORT
A Japanese arcade adventure. The detailed backgrounds and brightly coloured sprites make it fun to play, but the original enthusiasm soon wears off. 65%

CALIBRE .50
IMPORT
Vertical shoot-'em-ups are fairly common and to be any good they need something extra special. *Calibre .50*, sadly, is very mediocre. 33%

CALIFORNIA GAMES
SEGA £39.99
All of the cool sports are included in this colourful outing, but the game seems rushed, with simple graphics and gameplay. An old game that has never been updated. 65%

CAPTAIN AMERICA AND THE AVENGERS
SEGA £34.99
Another battle against the forces of evil. Worth playing in two-player mode, but if you're a sole gamer, leave it alone. It's far too easy and ultimately dated. 37%

CASTLE OF ILLUSION
SEGA £39.99
If you haven't got this, what have you been doing? This game has everything; great graphics, super sound, gorgeous gameplay and dynamic difficulty. 93%

CENTURION
ELECTRONIC ARTS £39.99
A very welcoming historical strategy with excellent in-game maps etc. However, the enthralling storyline doesn't create enough fun to last for very long. 70%

CHAKAN
SEGA £39.99
Taken from the comic book series of the same name. Creative graphics give an eerie atmosphere – as does the music – but failing gameplay lets it down. 76%

CHAMPIONSHIP PRO-AM
IMPORT
This is a cross between *Super Off Road* and *Super Sprint* with good isometric view of the track. The bright graphics and super little soundtrack make it appealing. 75%

CHIKI CHIKI BOYS
SEGA £34.99
This is *Mega Twins* and it's far too cute and far too easy. Younger players should find a challenge hidden within, but this platform adventure offers very little. 44%

CHUCK ROCK
VIRGIN £39.99
Stone Age shenanigans in this arcade adventure. Full of jokes, this humorous quest challenges the mind and pushes your gaming skills to the hilt. 81%

COLUMNS
SEGA £29.99
Such simple puzzle games as this never seem value for money, but when you play them for as long as you'll be playing this it all becomes clear. 84%

CORPORATION
VIRGIN £39.99
A genetics company's secret experiments end in disaster when one of their creations escapes. You are brought in by the government to kill the mutant and infiltrate the corporation producing the monstrosities. 90%

CRACKDOWN
SEGA £39.99
Wander around *Gauntlet*-style, shooting everything that moves. The graphics are detailed and the gameplay addictive. 82%

CRUE BALL
ELECTRONIC ARTS £39.99
Fast and furious pinball simulator. Tries to better the classy *Dragon's Fury*, but fails. Ten different tables and lots of bonus screens and Motley Crue music. Yuk! 72%

CURSE
IMPORT
It's a sad day when something as appalling as this is released. Its only purchase value is the novelty of having the worst ever shoot-'em-up. 0%

CYBERBALL
SEGA £34.99
Futuristic American football with metallic monsters may sound strange, but its novelty is half the draw. The inaccurate graphics let it down. 56%

DANGEROUS SEED
IMPORT
Novel graphics make this a real involving shoot-'em-up. There are 12 levels of alien plant terminating, ensuring this lasts for longer than your geraniums. 86%

DARIUS II
IMPORT
12 levels can be attacked in any order means that there are a variety of possible endings. That alone should tickle the fancy of any shoot-'em-up player. 83%

DARK CASTLE
ELECTRONIC ARTS £34.99
The soundtrack is the only saving grace of this tedious offering. Jerky character animation and poor collision detection will have you reaching for the off button. 52%

DARWIN 4081
IMPORT
Shooting those classy little aliens can prove to be a chore at times, but with *Darwin 4081* it's simply a pleasure. Spectacular graphics. 83%

DAVE ROBINSON'S SUPREME COURT
SEGA £39.99
The view from the stands may be strange, but it is by far the best way of playing. Brilliant in all areas, but a pity the players aren't real. 91%

DEADLY MOVES
IMPORT
Poor attempt at a *Street Fighter II* clone with each wrestler having limited moves and only one special attack.. Lacks polish. 71%

FILE

g the Mega-CD, Mega Drive, Master
xtras such as ProTips, ProScores and
at to be totally in the know.

RIVE ▼ MEGA DRIVE ▼ MEGA D

DEATH DUEL
RAZORSOFT £39.99
A shoot-'em-up which offers more than just a blast. Extremely tough and ultra-fast gameplay to keep you on your toes, but too repetitive. 62%

DECAP ATTACK
SEGA £34.99
Same game as *Magical Flying Hat Turbo Adventure* with Gothic graphics and gory killings. Big and very playable. 81%

DESERT STRIKE
ELECTRONIC ARTS £39.99
A masterpiece of intense action as you take the controls of an Apache helicopter completing special missions in the Middle East. Pure arcade blasting fun with a little strategy to keep you on your toes. 93%

DEVILISH
IMPORT
Remember *Break-Out*? This is similar, but with far better graphics. Take control of two bats (not one) and break those walls down. Addictive bash-'em-down fun. 85%

DICK TRACY
SEGA £34.99
Loads of neat cartoon statics and a decent attempt at character sprites, but the gameplay lacks originality. This is best version of the game. 71%

DINOLAND
IMPORT
Devil Crash on a diet. Gone are the complex, atmospheric graphics and pounding sound. While poor scrolling and simple gameplay have been added – give it a miss. 43%

DJ BOY
IMPORT
While there's loads of originality in *DJ Boy* – a beat-'em-up on roller-skates (?) – it is simple and too easy. 59%

DOUBLE DRAGON
BALLISTIC £29.99
A treat for fans of the arcade. Two players can jump and punch their way through the three stages of the city. Much better than the sequel. 72%

DOUBLE DRAGON II
IMPORT
Everything is bad – even the sound! The graphics are flickery, characters slow to respond and gameplay tiresome. 29%

DOUBLE DRAGON 3
FLYING EDGE £39.99
Hopefully the final episode in the abysmal *Double Dragon* battle. Five stages of repetitive and graphically useless, street fighting. 35%

DRAGON'S FURY
DOMARK £39.99
Official release of *Devilish*. Stunningly addictive game that has superb graphics and sound with tons of brilliant bonus rooms. 85%

DUNGEONS AND DRAGONS
IMPORT
Dungeons and Dragons will certainly test your RPG skills to the limit. Superb graphics and unlimited challenge make this a must. 84%

DYNAMITE DUKE
SEGA £34.99
The *Op Wolf*-style behind the shoulder perspective works well and there are loads of well-drawn punks to mow down. Sadly, it's much too easy. 73%

EARNEST EVANS
IMPORT
The original version that was later to become one of the first Mega-CD games. Guide your intrepid explorer through countless scenarios in this colourful adventure. 72%

EA HOCKEY
ELECTRONIC ARTS £39.99
This is one of the most accurate sport conversions ever. Due to its realism, *EA Hockey* is immense fun to play in two-player mode, but solo players may find it lacking in challenge. (See *NHLPA Hockey*.) 94%

ECCO
SEGA £39.99
Dolphin fans should find this more than addictive. Guide Ecco through murky waters in a desperate search to find his lost, loved ones. Excellent graphics and very original. 94%

ELEMENTAL MASTER
IMPORT
This shoot-'em-up contains too few levels and they're all too easy to conquer. The gameplay is involving and very addictive. 81%

EL VIENTO
IMPORT
This game not only looks great, it also plays like a dream. The animation and statics encourage you to venture further, even though it is tough. 88%

ESWAT
SEGA £34.99
This conversion of ESWAT is accurate. The parallax, multi-directional scrolling gives the impression of a huge game. Very challenging and addictive. 84%

EUROPEAN CLUB SOCCER
VIRGIN £39.99
If you like your soccer sims designed this way then this is perfectly executed. The graphics are large, move around convincingly and set a believable atmosphere. Probably the best MD footy so far. 88%

EVANDER HOLYFIELD'S BOXING
SEGA £39.99
Good main sprites and extremely challenging gameplay makes it a better than usual simulation. Crunching sound effects are realistic. Awesome! 87%

EXILE
IMPORT
A strange mixture of RPG, platform and puzzle, makes *Exile* an intriguing game to play. Admirable and well worth seeing. 83%

EX-MUTANTS
SEGA £34.99
Save the population from extinction in the aftermath of World War III. Detailed graphics and impressive sound. Let down by gameplay. 69%

F-1 CIRCUS
IMPORT
Addictive and playable, *F-1 Circus* is one of the best arcade driving sims yet. With plenty of courses worldwide, it's great fun. 84%

F-1 GRAND PRIX
IMPORT
Great roaring sound effects and superb graphics make this real racing fun. It may not be as fast as *F-1 Circus*, but the visuals are markedly superior. 89%

F-22 INTERCEPTOR
ELECTRONIC ARTS £39.99
Plenty of scenarios to be shot down in, including Iraq, with Saddam shedding tears for his beloved comrades. Dated, but is also the only flight sim. 89%

THE FAERY TALE ADVENTURE
ELECTRONIC ARTS £39.99
One of the biggest and most challenging games ever. Fans of RPGs and adventures will love it, but it's also very accessible and ideal for newcomers. 81%

FANTASIA
SEGA £39.99
Although the graphics are astounding, it's full of poor collision detection, frustrating restart points and repetitive gameplay. Very, very tough. 81%

FASTEST 1
IMPORT
Full marks for splitting the screen for two-player racing, but zero for looks and gameplay. Racers are essentially simple, but surely not this basic? 48%

FATAL LABYRINTH
IMPORT
Fatal Labyrinth is far too easy to offer any real challenge to the experienced adventurer. It may prove ideal for the novice to dig into and complete. 68%

FATAL REWIND
ELECTRONIC ARTS £39.99
Originally titled *The Killing Game Show*, this makes excellent use of the the machine's capability. Head-bangingly wicked soundtrack and super graphics accompanies this vast thinking-man's platformer. 88%

FATMAN
IMPORT
This is no *Street Fighter II*, but it certainly packs a punch. Well worth a play, with comical characters parading across the screen. 64%

FERRARI GRAND PRIX CHALLENGE
FLYING EDGE £39.99
Possibly the worst racing game available. Poor graphics and jerky scrolling make it terrible. Monotonous grinding sound doesn't help. 38%

FIGHTING MASTERS
IMPORT
Here's another of those games with visuals designed only to conceal the fact that there's nothing else there. Okay beat-'em-up for wimps. 30%

FINAL BLOW
IMPORT
The fact that this is criminally easy means you shouldn't look for value. The boxers look great, but their power is so immense no-one stands a chance. 42%

FIRE MUSTANG
IMPORT
Somehow, a WW2 setting for a shoot-'em-up just doesn't seem right. The large graphics slow down the gameplay far below an acceptable speed. 55%

FIRE SHARK
SEGA £34.99
Fun shoot-'em-up with everything but challenge. Good graphics, immense power-ups and a large array of opponents, but there are better. 75%

FLICKY
SEGA £29.99
The graphics are appalling, with some tiny sprites, simple backgrounds and the gameplay is monotonous. 37%

FORGOTTEN WORLDS
SEGA £34.99
Repetitive gameplay becomes very trying. The stages are long and the enemies varied, making this a tough, but enjoyable, shoot-'em-up. 72%

GADGET TWINS
IMAGITEC £37.00
Superb graphics and wonderful cartoon FX make this a top title. Hilarious fun to play and totally cute. A scrolling action packer where your hammer takes pride of place. 90%

GAIARES
IMPORT
Yet another coin-op conversion. *Gaiares*, however, is an impressive shoot-'em-up which should keep all blast-'em fans happydespite its lack of originality. 84%

GAIN GROUND
SEGA £34.99
A simultaneous two-player game! Control a band of fighters who must shoot, bomb and jump their way through a massive landscape – brilliant. 88%

GALAXY FORCE II
SEGA £39.95
Okay, this looks like the real thing, but it's miles off the mark. It has been totally slaughtered. No playability, less challenge – a total loser. 20%

GHOSTBUSTERS
SEGA £34.99
All the characters we know and love have been turned into Japanese mutants with massive heads. It's no fun to play. 28%

GHOULS 'N' GHOSTS
SEGA £44.99
A pricey, but great arcade adventure that has already become a classic. There's no excuse to charge over the odds. Trouble is, everyone should at least try it! 90%

GLOBAL GLADIATORS
VIRGIN £39.99
Wonderful platform game where you fire custard at Slime Monsters and collect McDonald's arches. The graphics and sound are excellent. The gameplay is highly original and packed with challenging levels. 93%

GODS
IMPORT
Testing platform adventure fun at its best. Stunning graphics with authentic and powerful backgrounds and, as yet, not officially released. Only available from Japan and the States, but is worth seeing. 92%

GOLDEN AXE
SEGA £34.99
In its day, a truly pioneering arcade adventure. Too easy, but the game contains loads of locations and aggressive adversaries. 72%

GOLDEN AXE II
SEGA £39.99
Even easier than the original. This remix contains loads of new tough creatures to eradicate and some neat story screens. Buy one if you must, but not both. 75%

pro TIPS
CHEATS TRICKS CODES

THE BIG GAMES BUSTED EVERY MONTH BY THE UK'S TOP SEGA PLAYERS!

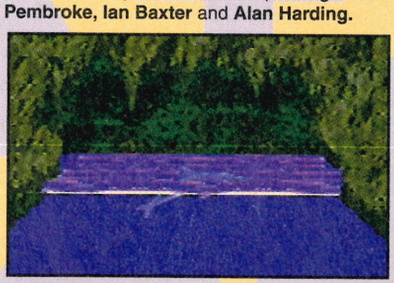
Send your tips and cheats to: ProTips, SegaPro, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.

The best tips win the sender a free cart or a SegaPro T-shirt. Full game solutions can win you up to three free carts!!!

ECCO THE DOLPHIN

MEGA DRIVE ● LEVEL SELECT

Although these codes will allow you to access the desired level, they may not include dolphins rescued or points gained from previous levels. **Lee Pembroke, Ian Baxter** and **Alan Harding.**



LEVEL	NAME	CODE
1	Undercaves	MRNAINCN
2	The Vents	VKQIDUAA
3	The Lagoon	IRTCPHHX
4	Ridge Water	CCXEWBMO
5	Open Ocean	MZCQWBMM
6	Ice Zone	NGVMRQLS
7	Hard Water	VNCJRQLL
8	Cold Water	OKKFRQLF
9	Jurassic Beach	IIIIXXXX
10	Island Zone	CIXIOQLE
11	Deep Water	NVKQOQLX
12	The Marble Sea	AFJUQQLZ
13	The Library	WYCYQQLL
14	Deep City	DSWPQQLX
15	City of Forever	NSCBRQLA
16	Pteranodon Pond	HXYEUNLY
17	Origin Beach	XXRJUNLM
18	Trilobite Beach	SXLNUNLF
19	Dark Water	BLGRUNLB
20	The Tube	YXZEKMLF
21	City of Forever 2	XLRIGPLN
22	The Last Fight	LLLLEEEE

More Level Cheats

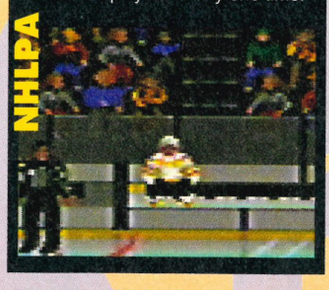
Entering N as all the parameters of the password will take you to the machine. **Brent Bennet, Newton Ayliffe.**

Entering "ED LOMAS" on the password screen will take you to the Ridgewater level (honestly, it works!). Entering SHARKFIN takes you to the Lagoon, with infinite air. Pressing buttons A and B continuously will send out a deadly sonar, destroying all enemies. Beware!! If you meet a large seahorse, avoid it at all costs! If hit, it discharges lots of babies! **Ed Lomas.**

NHLPA HOCKEY '93

MEGA DRIVE ● EXTRA PLAYERS

Put a couple of players in the sin bin, pause and enter the edit lines. Change the players and go back to the game. When sin bin time is up, the players will come back onto the ice, enabling you to have up to seven players at any one time.



EUROPEAN CLUB SOCCER

MEGA DRIVE ● VARIOUS TIPS

The password, A63UAA61AA will take you to the final.

For a hard kick, enter THREE SHREDDED WHEAT on the password screen. When the game is played, players will now be gifted with a Pele kick – allowing them to score goals from great distances. To use this new move, use the normal hard kick as in the instructions.

Try entering QUITTER on the password screen. You'll now find that if you quit a match, you won't forfeit goals as usual. This cheat allows you to skip levels as you can quit while ahead to win the game. You will then progress to the next level. **D Groves, Weymouth.**

GRANADA X
SEGA £29.99
Fancy controlling a 20-tonne tank to rescue a kidnapped girl. Addictive and the top-down view adds a novel aspect to an ordinary shoot-'em-up. 83%

GRANDSLAM TENNIS
SEGA £39.99
Run-of-the-mill tennis game, unofficially released as *Jennifer Capriati Tennis*. Very plain and basic graphics with nothing exciting to offer in the way of gameplay. 59%

GREENDOG
SEGA £39.99
Control the hip Greendog as he ventures through the wild side. Well-animated, but far too easy. A difficulty setting would've helped. 80%

GREY LANCER
IMPORT
Ultra fast scrolling shoot-'em-up. Awesome soundtrack and nothing less than superb gameplay. The weapon selection adds even more fun. 85%

GYNOUG
SEGA £34.99
At the end of each level there are some disgusting guardians. This alone makes the gameplay fun. Gels well and is worth a look. 79%

HARDBALL
IMPORT
An average baseball simulator that looks nice, but doesn't offer a thing when it comes to the gameplay. Try something in the RBI series. 38%

HARD DRIVIN'
TENGEN £39.99
Viewed from within the car, this uses filled vector graphics to display the road etc and is, despite its critics, a very playable driving game. 86%

HEAVY NOVA
IMPORT
Robots giving each other what for in a colourful, but rather poor, one-on-one beat-'em-up. Another CD conversion which certainly hasn't worked with the use of a cart. There are plenty better types in this genre. 49%

HEAVY UNIT
IMPORT
This shoot-'em-up's point of interest is that you can change the shape of your ship. It adds a tactical aspect to an average Japanese game. 78%

HELLFIRE
IMPORT
Weird and wacky shoot-'em-up that has a loyal following of fans who would swear by it. Great graphics and variety fail to hide its weak challenge. 69%

HERZOG ZWEI
SEGA £34.99
With a name like that, you wouldn't think this was an official UK release. Even so, it's a fair attempt at combining strategy with arcade action among tanks. 76%

HOME ALONE
SEGA £39.99
Completely average spin-off from the hit movie. Average graphics and sound. Below average gameplay and ultimately totally boring. 54%

IMMORTAL (THE)
ELECTRONIC ARTS £44.99
The Immortal combines brilliant visuals with tough puzzles to create a monster of a game. Above all, there are almost 20 different, gory death sequences. 83%

INSPECTOR X
IMPORT
This is a truly superb shoot-'em-up. While the gameplay keeps you stuck to it like a limpet, the graphics continue to surprise and the sound keeps the adrenaline pumping. 90%

ISHIDO: THE WAY OF THE STONES
IMPORT
Fans of the ancient Chinese game Shanghai, will love this simulation. Quite why you should spend £35 on a board game is beyond us, but each to their own. 64%

JAMES BOND - THE DUEL
DOMARK £39.99
James Bond offers his services to rescue a few dumb blondes. Neat animation and flawless graphics are helped along by spot-on effects. 80%

JAMES POND
ELECTRONIC ARTS £39.99
This was the first MD game to be programmed in the UK. Unfortunately, everything is far too bland as you swim around saving the environment. 70%

JAMES POND II
ELECTRONIC ARTS £39.99
Some said this was better than *Sonic* – one thing's for sure, it's much faster! The graphics are super slick, the gameplay challenging and, above all, it's a really fun game to play. A brilliant sequel. 90%

JENNIFER CAPRIATI TENNIS
IMPORT
Run-of-the-mill tennis game, released officially as *Grandslam Tennis*. Very plain and basic graphics with nothing exciting to offer in the way of gameplay. 59%

JEWEL MASTER
SEGA £34.99
Initially impressive, with some smooth parallax scrolling and a good deal of colour splashed on the screen. But just too repetitive. 61%

JOE MONTANA FOOTBALL
SEGA £34.99
One of Sega's first attempts at an American football game, but not even the great Joe Montana can save it from being unplayable and totally boring. 57%

JOE MONTANA II
SEGA £34.99
This Sportstalk game from Sega includes real-life running commentary. Very innovative. The side-on view is not as good as *John Madden Football*, though. 75%

JOE MONTANA III
SEGA £34.99
A much updated sequel which would have been considered a good alternative if it weren't for the sheer quality of EA's *Madden 93*. 84%

JOHN MADDEN FOOTBALL
ELECTRONIC ARTS £39.99
Single-handedly started the American football following on the Mega Drive. This is real fun to play, although it's far too easy. 84%

JOHN MADDEN FOOTBALL 92
ELECTRONIC ARTS £39.99
The updated graphics and sounds make this everyone's choice for a footy game. Although it's very accurate to the real thing, you only need to use a limited array of passes (not rushes!) to get anywhere. 92%

JOHN MADDEN FOOTBALL 93
ELECTRONIC ARTS £39.99
Same as the others, but with updated team line-ups and Greatest Ever teams. Hardly worth buying if you already have *Madden 92*. 92%

JORDAN VS BIRD
ELECTRONIC ARTS £39.99
Although there's a great one-on-one basketball game and two decent sub games, it suffers from the lack of a decent full game option. 78%

JUNCTION
IMPORT
Junction adds a new flame to the fire by mixing a *Pipe Mania* type game with a slide puzzle, resulting in a very challenging game. 81%

KABUKI SOLDIER
IMPORT
Exciting beat-'em-up featuring sumo wrestlers and other similarly overweight persons. Scrolling backdrop is exquisite, but a mite easy for old hands. 73%

KA-GE-KI
IMPORT
Known also as *Fists of Steel*, this beat-'em-up is nothing spectacular. Tiny bodies with big heads romp about in an effort to beat each other up. Need we say more? 36%

KID CHAMELEON
SEGA £39.99
The Kid must venture over and underground to save his mates. Best of all, he can change his persona, resulting in constantly changing gameplay. 82%

KING COLOSSUS
SEGA IMPORT
Japanese adventure game with a really long introductory sequence (great!). Nine stages of pretty, but uneventful, adventuring. Learn the lingo first! 43%

KING'S BOUNTY
IMPORT
A blocky and rather boring RPG with huge amounts of bland landscape to cover. With much to explore it is bound to appeal to many RPG gamers. 66%

KING SALMON
IMPORT
Fishing simulator with Japanese text throughout. Detailed graphics help make it fun to play and ultimately very competitive. 85%

KLAX
DOMARK £39.99
This is still one of the most infuriating puzzle games to play. Excellent sound and constantly changing graphics ensure lasting gameplay. 80%

KRUSTY'S SUPER FUN HOUSE
FLYING EDGE £39.95
A platform where you control The Simpsons' Krusty. Unfortunately, you're always waiting for something exciting to happen and boredom sets in. 75%

LAND STALKER
IMPORT
Fantastic adventure game with tremendous graphics and a huge game area to cover. Currently in Japanese text, but well worth waiting for officially. 84%

LAKERS VS CELTICS
ELECTRONIC ARTS £34.99
This was one of the first EA sports games to fully utilise the EASN playing characteristics. It's incredibly realistic, looks great and the action is hot. 80%

LAST BATTLE
SEGA £34.99
This is a disappointing beat-'em-up because the graphics are great, but are let down by slow, repetitive gameplay. 58%

THE LEGEND OF GALAHAD
ELECTRONIC ARTS £39.99
Nothing more than an average platform game with an element of RPG to boost its rating. Detailed graphics, but ultimately boring and uneventful. 64%

LEMMINGS
SEGA £39.99
The finest puzzle game to hit any machine let alone the Mega Drive. Take control of numerous amounts of assorted Lemmings and keep their population alive. Super addictive fun and wicked soundtracks play on each level. 90%

LHX ATTACK CHOPPER
ELECTRONIC ARTS £39.99
A far from original helicopter simulation set within the hostile air zones of the Middle East. Nothing special about the vector graphics or sound. Should appeal only to diehard war junkies. 70%

LOTUS TURBO CHALLENGE
ELECTRONIC ARTS £39.99
Very nearly the ultimate car racing game. A blinding realism of speed and fantastic graphics give the required edge over anything else. 89%

M1 ABRAMS BATTLE TANK
SEGA £39.99
If you like tanks then this could tickle your fancy. The graphics are impressive and the sound functional, but the real delight is in controlling the massive chunk of metal. 80%

MAGICAL MR TALUROOT
IMPORT
An import platform game with the usual cute characters, but it soon becomes boringly repetitive. Possibly appealing to the younger games player. 36%

MARBLE MADNESS
ELECTRONIC ARTS £34.99
If you were a fan of the coin-op, you'll love this. It's an exact replica; the only difference being lack of trackball and challenging levels. Still, very playable and enjoyable. 82%

MARIO LEMIEUX HOCKEY
SEGA £39.99
Despite the Sega hype, this failed to impress. Viewing the match from the side fails dismally, making it very hard to work out moves. 73%

MARVEL LAND
IMPORT
A great game with vast amounts to do and explore. Platform adventuring with a tinge of cuteness and probably a test of anyone's skill. 73%

MASTER OF MONSTERS
IMPORT
A boring strategy where only the master of the monsters can stand a chance of winning. A total waste of money and not recommended. 28%

MASTER OF WEAPON
IMPORT
This vertically scrolling shoot-'em-up is playable enough and scrolls plenty fast for most people, but you'll complete it too soon. 72%

MEGA LO MANIA
VIRGIN £39.99
Ever wanted to be God? Now is your chance. An absolutely brilliant game which includes stunning gameplay and it's all very challenging. Not a moment too soon, either. 92%

MEGAPANEL
IMPORT
Tetris, but fresher and better presented than the old Russian puzzler. There are some great graphics and varied gameplay, making it an addictive game. 83%

MEGA TRAX
IMPORT
This deserves credit for trying, but fails to come off as the enjoyable game that a 4x4 beach racing sim should be. Split-screen versus mode adds to gameplay. 59%

MERCS
SEGA £39.99
Identical to the arcade original, this boasts stunning graphics and beefy sounds, but is too easy for most players. 75%

MICRO MACHINES
CODEMASTERS £39.99
The definitive in stupidity, but it works well. Race your miniature car around the breakfast table or on little Timmy's bedroom floor. All-action raciness in a class of its own. 90%

MIDNIGHT MADNESS
IMPORT
Coin-op conversion which fails to impress. Average quality graphics and sound which will only appeal to die-hard fans of the arcade game. 47%

MIGHT & MAGIC
ELECTRONIC ARTS £39.99
Ground-breaking and hugely popular RPG which grows on you the more you play it. Loads of characters to interact with and tons of items to examine. 83%

MIKE DITKA FOOTBALL
BALLISTIC £34.99
The graphics aren't over the top, but this is addictive. Mike Ditka doesn't have the charisma of John Madden, but his comments sure make more sense. 82%

MONSTER HUNTER
IMPORT
Controlling a sword-wielding young lass may excite you, but the whole adventure through the greenery soon gets very tedious. 50%

MOONWALKER
SEGA £34.99
A fairy tale adventure where you have to save captured children. The graphics and animation are top-notch, but the game will be completed all too quickly. 84%

MS PACMAN
IMPORT
Blocky graphics are even worse than the original arcade game. 32 colours can be displayed on screen at any one time, but not here. 28%

MYSTIC DEFENDER
SEGA £34.99
A blasting frenzy for the first couple of plays, but it soon turns into nothing more than a boring wander through the far eastern undergrowth. 69%

NEW ZEALAND STORY
IMPORT
This is a super conversion of Taito's hot platform coin-op in the style of *Bubble Bobble*. The two-player mode is excellent fun and only slows up occasionally. 86%

NHLPA HOCKEY
ELECTRONIC ARTS £39.99
The definitive ice-hockey simulation. Similar to the original, *EA Hockey*, but lots more stats and real players, each with their own characteristics. Because of stats, better than the original in one-player mode, but slower and tougher. 94%

NINJA BURAI
IMPORT
An RPG that requires an understanding of the Japanese language. All on-screen instructions, gauges and indicators make life very difficult. 79%

OLYMPIC GOLD
US GOLD £39.99
The MD is short of this kind of sporting compilation, but *Olympic Gold* more than manages to fill the gap. Best played with a crowd of players. 81%

ONSLAUGHT
IMPORT
An excellent medieval platform beat-'em-up that comes recommended – if you can find a copy. Be prepared for one of the best platformers available today. 89%

OUT RUN
SEGA £39.99
This still has a basic undefinable draw. Perhaps it's the joy in burning up other road-users. Sadly, it slows down when too much gets on screen. 80%

PAC-MANIA
DOMARK £34.99
3-D Pac-Man is a rather pleasant outing. The graphics are excellent, which makes the whole thing a joy to play. 82%

PAPERBOY
DOMARK £39.99
A fine conversion firmly entrenched in people's hearts. Lots of new streets and even more hazards to circumnavigate. It still lacks and two-player versus mode. 80%

PGA TOUR GOLF
ELECTRONIC ARTS £39.99
Slightly better than *Arnold Palmer* due to its realism (you even get the occasional bird tweeting) and improved graphics. 89%

PHANTASY SOLDIER 3
IMPORT
As the majority won't have heard of this game, if you see it, buy it! A top quality platform adventure with excellent graphics and even better gameplay. 88%

PHANTASY STAR II
SEGA £59.99
First of the mammoth RPG series. It's fairly easy to get into which is encouraging. Old-hands may find it too easy, though. 72%

PHANTASY STAR III
SEGA £49.99
Now this is more like it – ten quid cheaper than the original! The progress shows with improved graphics, but the sound is still very weak. 78%

PHELIOS
SEGA £34.99
Mediocrity is the order of this shoot-'em-up, with bog-standard audio visuals and ordinary gameplay. Another one you'll finish the day you get it. 60%

PIT-FIGHTER
DOMARK £49.99
Improved digitised graphics, gut wrenching sound and the appeal of battering opponents to death. How could this fail to be a winner? 89%

POPULOUS
ELECTRONIC ARTS £39.99
One of the most over-rated games ever. This certainly isn't an action game, yet the strategy isn't clever enough to keep mental players enthralled for long. 65%

POWERBALL
IMPORT
The graphics are very simple in the sport that is a cross between wrestling, martial arts and soccer. The original idea is innovative, but poorly executed. 74%

POWERMONGER
ELECTRONIC ARTS £39.99
A massive land-conquering mission. Unfortunately, the graphics and sound let it down and long-lasting appeal is seriously affected. 72%

PREDATOR 2
FLYING EDGE £34.99
Futuristic street violence bash-'em-up. Seven stages with three skill levels and plenty of hostage rescuing to be done. 80%

QUACKSHOT
SEGA £39.99
You could be forgiven for thinking you were watching a Disney cartoon on TV – that's how cool the animation is. One of THE best games for the Mega Drive. Add it to your collection. 94%

QUAD CHALLENGE
IMPORT
Four-wheeler buggies racing round an indistinguishable race track. The sprites are as poor as the track, so this game is a total failure and very unplayable. 26%

RAIDEN TRAD
IMPORT
More shoot-'em-up fare from the Far East. The graphics are okay, but there's nothing – not even a two-player mode! It's far too easy too. 44%

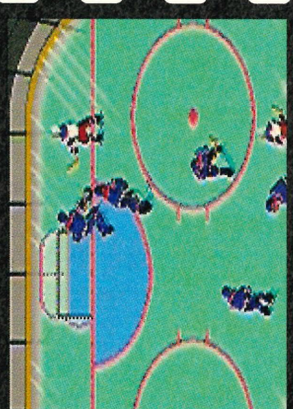
RAINBOW ISLANDS
IMPORT
With two games in one – an accurate coin-op conversion and a super-charged toughie for pros – this is one platform game you'll be playing for ages. Cute graphics and sound plus very addictive gameplay. 92%

RAMBO III
SEGA £29.99
Shooting the gun-toting inhabitants of a forest always seems to have a strange attraction. But the action becomes very repetitive and the collision detection poor. 76%

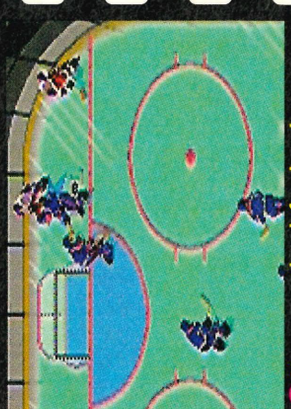
RASTAN SAGA 2
IMPORT
Take control of your gallant hero and guide him through a maze of dangly platforms. Reasonable graphics, but poor gameplay. 61%

PRO MOVES

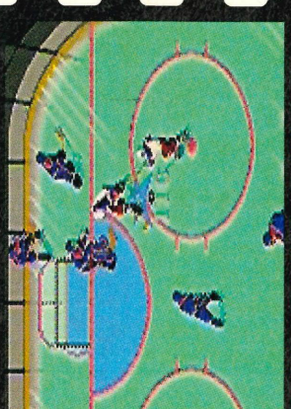
Every month, we'll be printing your favourite moves; be it a goal or a super move. Videotape your sequence and send it into the Pros. NHLPA Hockey '93 was taped in the office, so no-one wins the T-shirt this month.



1 The attacker decides on a sly move – going behind the goal always confuses the goalie!



2 However, the defenders know what he's up to and are quickly on the scene.



3 Being a skillfull sort of chappie though, he swerves around them and quickly moves in for the kill!

RBI 3 BASEBALL
IMPORT
The baseball simulation without a difference. Screens full of statistics and an incredibly difficult batting motion. Don't expect anything out of the ordinary. 72%

RBI 4 BASEBALL
IMPORT
A tough simulation where hitting the ball is the main obstacle. Perfect this and you'll discover the outfield is all too bland. 78%

THE REVENGE OF SHINOBI
SEGA £34.99
Still considered to be the best game of the oriental beat-'em-up, magic-'em-up genre. The graphics are big and beautiful with some excellent backdrops. Another essential purchase for every Sega owner. 90%

RINGSIDE ANGEL
IMPORT
The appallingly sluggish gameplay ruins this women's wrestling game. Even the graphics haven't been exploited. 60%

RINGS OF POWER
ELECTRONIC ARTS £49.95
Extremely large, extremely colourful and extremely difficult sum this up. If you can survive for any length of time, it will entrance you. 79%

RISKY WOODS
ELECTRONIC ARTS £39.99
Interesting varied background graphics and atmospheric music make it fun to play, but possibly not fun enough. Still, a good challenge. 72%

ROAD BLASTERS
IMPORT
Converted from the coin-op, but unfortunately it is dismally poor. If you can put up with the poor scrolling, it may bring back a few memories. 39%

ROAD RASH
ELECTRONIC ARTS £39.99
You have to race a motorbike through the countryside, overtaking or clubbing other competitors, and avoiding the cops. Great fun. 90%

ROAD RASH II
ELECTRONIC ARTS £39.99
Same as the original. Take control of your motorcycle in a hectic race against other villainous bikers. Enormously addictive and the fantastic addition of a two-player mode should keep everyone happy. 92%

ROLLING THUNDER 2
IMPORT
Be prepared for encounters with hoods brandashing sub-machine guns, panthers and 18-wheel juggernauts. Jap machines only. 89%

RUNARK
IMPORT
Save the wildlife in this Indy-style adventure beat-'em-up. There are just too many annoying aspects that stop it from being great. 58%

SAINT SWORD
IMPORT
A scrolling adventure with the little man with a sword routine. The background graphics are impressive, but this is over-shadowed by bad animation. 64%

SD VALIS
IMPORT
This is a sad Japanese arcade adventure. In fact, the whole thing is mildly disturbing. There's very little content to keep you playing. 35%

SHADOW BLASTERS
IMPORT
This is a beat-'em-up which fails to impress. Poor graphics and virtually non-existent gameplay. Once again, a very strange game. 46%

SHADOW DANCER
SEGA £39.99
The addition of a dog to do your dirty work and help you out of awkward situations adds a welcome element to an attractive beat-'em-up. 83%

SHADOW OF THE BEAST
ELECTRONIC ARTS £44.99
Beautiful sound and graphics are let down by monotonous gameplay which could leave you bored out of your skull. Lacks content. 68%

SHADOW OF THE BEAST II
ELECTRONIC ARTS £39.99
The long awaited follow up to the original beastly adventure. Teasing puzzle-solving combined with atmospheric music and mystical graphics. 78%

SHINING IN THE DARKNESS
SEGA £44.99
Set a standard which the Mega-CD would have been hard-pushed to follow. One look at the graphics and you know it's something special. Challenging and smart-looking. 88%

SHINING FORCE
IMPORT
The best RPG ever to be released on the Mega Drive. Fantastic graphics combined with brain-teasingly difficult puzzles. Even the combat scenes are fun to play. 92%

SHINOBI III
SEGA £34.99
Use mystical powers to conquer over the strength of darkness. Tremendous platform adventure with loads of pick-ups and plenty of ninja magic. 89%

SHOVE IT
IMPORT
As the title may imply, you literally shove things into where they belong. Really plain graphics which offer nothing more than the gameplay. 30%

SIDE POCKET
SEGA £34.99
Reasonably uneventful pool simulation with a few sexy women. The tables are dull, but a few trick games and extra options liven the proceedings. 64%

SLIME WORLD
IMPORT
Todd must escape from the planet he is stranded on. All the surroundings are convincingly slimy, but there's just too much green stuff for this to be bearable. 64%

SOKOBAN
IMPORT
Not much fun as you move crates around a warehouse. Lacks any sparkle to give incentive to keep anyone playing long. 59%

SOL-FEACE
IMPORT
A CD conversion without the sound quality. Otherwise, there's very little difference between the two formats. A very average shoot-'em-up. 56%

SONIC THE HEDGEHOG
SEGA £34.99
Sega's supersonic hero's first outing is just what everyone says it is, purely brilliant. Unfortunately it doesn't have much depth and the game is easily completed, but it has to be experienced. 90%

SONIC THE HEDGEHOG 2
SEGA £39.99
The best game of 1992. Sonic 2 delivers the goods in style. Little can fault this brilliant piece of software. Hyper-speed platform adventuring at its best. Everyone should play it! 94%

SPACE HARRIER II
SEGA £34.99
The poor sound, appalling collision detection and awkward playing view may prove too much for most ardent fans. This only ever worked in the arcade. 62%

SPACE INVADERS '90
IMPORT
Definitely for oldies who remember playing this ultimate classic. The variation makes a change from the modern shooters, but the enthusiasm runs thin. 79%

SPEEDBALL II
VIRGIN £39.99
Techno-rugby for the insane. Pitch and players are both graphically superb, giving a great futuristic feel. Grunts and groans are also wicked. Play a friend or play the computer, but play it! 92%

SPIDER-MAN
SEGA £39.99
All the bad guys are here along with some excellent story-telling screens. Dodgy collision detection makes for frustrating gameplay. 85%

SPLATTERHOUSE 2
NAMCO £39.95
Chainsaw machismo at its fiercest. Eight stages of blood-thirsty and totally tasteless graphics, combined with equally sadistic music. 89%

SPORTS TALK BASEBALL
SEGA £39.95
A difficult simulation to pull-off, but this is a real winner. Graphically excellent and great fun. Very difficult to beat the computer. 84%

STAR CRUISER
IMPORT
Very impressive, but completely unplayable due to Japanese text. Try it out if you must, but interest could soon wane because of end of level sequences. 35%

STARFLIGHT
ELECTRONIC ARTS £49.99
Deep space mining is the name of this game. Plenty of combat but also plenty of strategy. Beware of repetition, though. 82%

STEEL EMPIRE
ACCLAIM £39.95
A horizontal shoot-'em-up with huge sprites that seem innovative, but exterminating wave after wave of them becomes monotonous. 60%

STEEL TALONS
IMPORT
Unfortunately, the MD hasn't been utilised to its full potential and fails to impress as much as the exhilarating arcade game. Chopper combat at a lower level. 62%

STORMLORD
IMPORT
A cutesy adventure game with intriguing, but not difficult, puzzles. Instantly likeable, but too hard, making it repetitive and quite boring. 77%

STREET SMART
SEGA £34.99
This beat-'em-up's gameplay is limited due to the small array of martial arts moves. It's also very easy to complete the game on your first go. 70%

STREETS OF RAGE
SEGA £34.99
This was widely accepted as the most gruesome beat-'em-up when first released, but it lacks challenge. Moves are wide-ranging and the sound effects and tunes awesome, but it could all be over on the first go. 90%

STREETS OF RAGE II
SEGA ~~£44.99~~
An absolutely fantastic beat-'em-till-they-bleed offering. The massive 16Mbit cart has been used to its full potential. Teamplay and versus modes make the overall game something to relish. 96%

STRIDER
SEGA £44.99
All stages, bar the last, are easily completed. The graphics on some will have you awe-struck, but too many sprites on screen causes the dreaded slowdown syndrome. 87%

SUPER AIRWOLF
IMPORT
Also known as *Crossfire*, this shoot-'em-up certainly packs a punch. Very fast gameplay and superb graphics makes it a winner, but it ultimately lacks variation. 73%

SUPER BATTLETANK
IMPORT
This tank sim may appeal to your basic instincts, but complete and utter boredom sets in. Far too easy to offer any challenge and nowhere near realistic. 44%

DIAL-A-TIP

CHEATS, TIPS, GAME SOLUTIONS!

DESERT STRIKE	0891 445953
SONIC THE HEDGEHOG 1&2	0891 445949
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CONSOLE HOTLINE	0891 445990
CONSOLE CHEATS AND TIPS	0891 445991
SEGA CHEATS AND TIPS	0891 445933
SHADOW OF THE BEAST 1,2,3	0891 445949
HEROES OF THE LANCE	0891 445950
THE IMMORTAL HELPLINE	0891 445928
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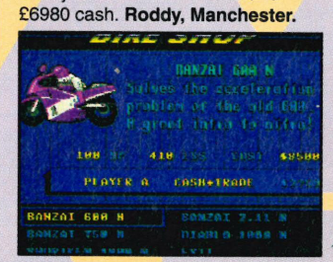
ROAD RASH II

MEGA DRIVE ● CASH

Start level one with the Diablo bike. Go to the game options screen and choose to play man to man. Then go to the bike shop and choose any bike you want – you'll have unlimited cash! Using the password 04MK1IDC will start you off with three wins and £6980 cash. **Roddy, Manchester.**



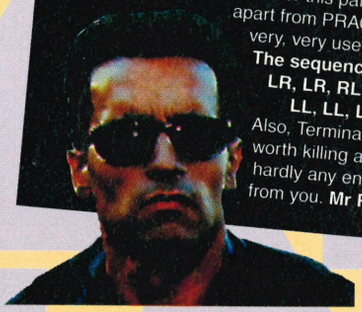
TERMINATOR 2

MEGA DRIVE ● HUNTER KILLER

Here are the sequences of all the hunter-killers. This should be a great help to anyone who's struggling. This is the only tip available for this part of the game apart from PRACTICE, so it's very, very useful.

The sequence is:
LR, LR, RL, RL, LL, RR, LL, LL, LL, RL, LR, L

Also, Terminators are not worth killing as they take hardly any energy away from you. **Mr Ritchie.**



WORLD OF ILLUSION

MEGA DRIVE ● BOSS BEATER

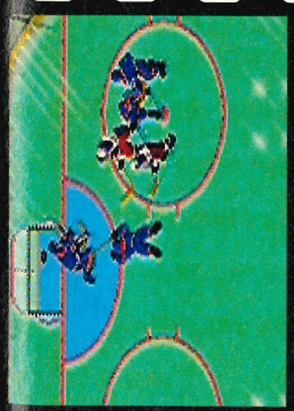
SPIDER BOSS
Stand on the middle ledge on the right, swipe three times and repeat on the left. The spider will release the magic carpet spell.

FIRE BOSS
The wheel in the centre spins around and releases a baddie at a time. Jump the fireballs that it spits whilst swinging your cape to register a hit. Then hit him again to turn him into stone. Do this to all six baddies and you'll receive the water bubble spell.

SHARK BOSS
The shark swims to-and-fro across the floor with just its fin showing. You can hit him a few times while he swims, but he will jump into the air. Dodge him and wave your cape at him on his way back down. Repeat this three times and after that he will give you the box change spell.

WITCH BOSS
All you have to do is keep swiping your cape. The witch may shoot some lightning, but it's easy to dodge. She'll give you the card control spell, but ensure that you jump back into the cookie jar for an extra life when you emerge. Then make your way into the next door.

FINAL BOSS
To kill the final boss, jump on the moving poles and keep swiping your cape at his head. Make sure the poles are at the right height so you can reach! However, if this should happen, make a swift retreat to the left corner and you will be safe. Repeat the process up to five times and then that's it! Sit back and watch the excellent end sequences!



4 Smack! Straight in to the back of the goal, bringing the goalie to his knees. "The lads'll kill me!" he cries!

5 GOAL! Lots of jubilation, patting on the back, kissing and the likes. Ah, the trials and tribulations of being an ice-hockey star.

and quickly moves in for the kill!

SUPER FANTASY ZONE
SEGA £34.99
Small sprites with extras including power-ups and big guardians. Corking good fun for a few hours, but after that your eyes may become weary. 71%

SUPER HANG-ON
SEGA £34.99
Super smooth scrolling at a mind-numbing pace ensures you'll get the thrill of motor biking every time you play this. The feel of racing is perfectly captured. 82%

SUPER HIGH IMPACT
IMPORT
A total of 18 teams should give American football fans something to find of interest. Good animation, but a lack of challenge due to the omission of a league. 73%

SUPER HQ
IMPORT
It's been over four years since *Chase HQ* was in the arcades and *Super HQ* certainly reminds you of this fact and offers very little. 52%

SUPER HYDLIDE
SEGA £30
Some RPGs just don't have what it takes to attract. In this, there just isn't enough to do; not enough people and very few places. Very boring. 49%

SUPER LEAGUE BASEBALL
SEGA £34.99
Baseball is an essentially repetitive game. To stave off the boredom, there has to be loads of features and this should offer enough of these to keep you enthralled. 82%

SUPER MILITARY
IMPORT
This looks like a great little war game. There are loads of super statics that really build up the tension and set the scene for a very challenging confrontation. 80%

SUPER MONACO GP
SEGA £34.99
Lacks just one thing, a two-player mode. Everything else is here, especially the gameplay which makes you feel as if you're racing around the top GP circuits. 85%

SUPER MONACO GRAND PRIX II
SEGA £49.99
An absolutely rubbish racing simulator. Pretty graphics and all that, but useless gameplay and a virtually non-existent difficulty level. 41%

SUPER OFF ROAD
BALLISTIC £29.99
A brilliant conversion of the original bringing all the sights and sounds of 4x4 truck racing to the MD. One and two-player games are similarly addictive. 88%

SUPER REAL BASKETBALL
SEGA £34.99
The beautiful close-ups make this enjoyable to play. There are a few other neat effects that make this stand out from the crowd. 82%

SUPER SMASH TV
ACCLAIM £29.99
Highly acclaimed arcade game that is very tough, but successful controls and a sprite filled screen make it awesome. 85%

SUPER THUNDER BLADE
SEGA £34.99
Essentially a shoot-'em-up, its claim to fame is the two views (from behind the chopper and from above). All it does is confuse the already frustrating gameplay. 73%

SUPER VOLLEYBALL
IMPORT
Taking a side-on view and scrolling the court across the screen, this is a very innovative interpretation, but you have to play the sport to enjoy it. 84%

SUPER WRESTLEMANIA
FLYING EDGE £39.99
Addictive two-player action in the ultimate WWF simulation. Wickedly detailed sprites and a barrel-full of special effects. 84%

SWORD OF SODAN
ELECTRONIC ARTS £39.99
Unbearably sluggish gameplay is a pity because the massive sprites which cause it are excellent. It's very difficult to get into and even harder to like. 33%

SWORD OF VERMILION
SEGA £49.99
If you like your RPGs massive and incredibly tough, then this is just the ticket. If not, you can admire the ground-breaking graphics. 81%

TAILSPIN
SEGA £39.99
A completely boring platform game with the nice addition of a shoot-'em-up section. This doesn't improve the situation enough to make it fun. 61%

TASK FORCE HARRIER EX
IMPORT
The graphics and sound are poor, the gameplay flawed and the difficulty non-existent. An American offering that should stay that side of the Atlantic. 65%

TATSUJIN
IMPORT
Average vertically scrolling shoot-'em-up with basic control and pretty graphics, although now dated. Just another Japanese release. 46%

TAZ MANIA
SEGA £39.95
Ambient backdrops and a totally tasteful main character. A real adventure into the Taz Manian wilderness which should keep you compelled for months. 90%

TEAM USA BASKETBALL
ELECTRONIC ARTS £39.99
Excellent graphics make this simulation appear authentic, but closer inspection reveals abysmal animation and undesirable sound effects. 70%

TECHNOCOP
IMPORT
An original combination of a racing simulation and a platform game. The idea is fantastic, but the final product is absolutely rubbish. 29%

TECMO WORLD CUP '92
IMPORT
There are a few trick shots, but there's no real-life random aspect and no fouls, making the two-player mode the only real fun you'll have. 70%

TEENAGE MUTANT NINJA TURTLES
KONAMI £39.99
A superb beat-'em-up in the *SOR* style. Bright backdrops and large colourful Turtles. A superb two-player game, but possibly too short. 86%

TEL TEL BASEBALL
IMPORT
Everything is controlled by menus, there's an option to play over modem and because the play-offs tend to go on a bit, there's battery back-up. 60%

THE TERMINATOR
VIRGIN £39.99
This terrific film licence exceeded all expectations and was a real surprise. Packed with stills from the movie and stages directly linked, arcade blasters will be amazed. 89%

TERMINATOR 2: THE ARCADE GAME
ARENA £39.99
A fantastic game which allows the use of either joypads or the Menacer. 100% compelling action helped along by superb graphics and solid sound. Nine stages of virtual realism. 92%

TEST DRIVE 2: THE DUEL
BALLISTIC £34.99
This will certainly test novices and experienced drivers alike. Its secret success lies in the excellent car handling which feels just like the real thing. 86%

THUNDER FORCE II
SEGA £34.99
Sure has stood the test of time. The challenge is strong and the overall presentation excellent, with some super backdrops. 81%

THUNDER FORCE III
SEGA £34.99
Better than the original, this one will have you playing for ages. Those wacky backdrops make it stand out as a real arcade experience. 89%

THUNDER FORCE IV
SEGA £39.99
The latest offering in the *Thunderforce* adventure. Truly magnificent ultra-impressive graphics throughout and totally compelling gameplay. Shoot-'em-ups at the ultimate level. 92%

THUNDERFOX
IMPORT
It may only work on Jap machines, but don't feel as if you're missing anything here. The graphics are fun, but the sound is appalling. 33%

THUNDER PRO WRESTLING
IMPORT
The main fault is the terrible control method, but the limited moves means it's not much fun to play either. 57%

TIGER HELI
IMPORT
Previously exciting helicopter game. Unfortunately, this has seriously dated and can no longer be recommended to young or old. 28%

TOEJAM & EARL
SEGA £34.99
Destined to become a cult classic. Cartoon-style graphics and some of the best sampled sound you will ever hear. Can get tedious, though. 88%

TOKI
SEGA £34.99
Lots of different pieces of music and arcade-quality graphics make this an ace platform game and an accurate conversion, but is too easy. 85%

TORA! TORA! TORA!
IMPORT
Also known as *Fire Shark*, this is an extremely average shoot-'em-up which has very little to offer to those looking for something a bit different. 75%

TOXIC CRUSADERS
IMPORT
Oh dear! Save the world from the threat of toxic poisoning. Take control of Toxie and help him in this dire scrolling arcade adventure. 38%

TRAMPOLINE TERROR
IMPORT
Despite the title, this has nothing to do with trampolines and there's even less terror involved. Speccy games are better than this. 20%

TRAYSIA
IMPORT
An American RPG that offers very little. Unacceptable graphics and lacking gameplay. Advisable to leave it alone! 17%

TROUBLE SHOOTER
IMPORT
Forgotten Worlds updated! Everything is extremely colourful and makes for a very good looking game. Not enough power-ups, though. 78%

TRUXTON
SEGA £34.99
Know as *Tatsujin* in Japan, this was a real hit when it was released. Although a normal, but easy vertical shoot-'em-up, it's immense fun. 84%

TURBO OUT RUN
SEGA £39.99
The first *Out Run* was brilliant in its time, but the old formula is looking very dated. Driving is very boring, requiring little skill or thought. 52%

TURRICAN
BALLISTIC £34.99
A challenging conversion of a game that plays well. The innovative shooting technique adds a new twist into this above average platform shoot-'em-up. 86%

TWIN COBRA
SEGA £34.99
Control your helicopter through dreary battle zones in this basic scrolling shoot-'em-up that has nothing special to offer the MD player. 50%

TWIN HAWK
SEGA £34.99
Another average shoot-'em-up that is criminally easy to complete. Usual fun initially, but it doesn't last. 59%

TWINKLE TALE
IMPORT
A psychedelic Japanese shoot-'em-up that offers great value for money. Superb intro music and a compelling storyline. Very intense and particularly challenging. 83%

TWO CRUDE DUDES
SEGA £34.99
The eponymous stars are excellent muscle men who relish the thought of going on the rampage – and so will you! Tough, strong and long. 89%

ULTIMATE TIGER
IMPORT
Control one of the most heavily-armoured helicopters on Earth. Raw arcade blasting action with tons of weapons available to down the enemy. It's great fun. 80%

ULTIMATE QIX
IMPORT
This certainly plays like the classic board game, Othello. But, if you really must play it, why not buy the original? Basic graphics and sound with very few surprises. 55%

UNDEADLINE
IMPORT
You may be forgiven for thinking this is just a shoot-'em-up. After playing it, your opinion will alter. Mega power-ups and zombie level guardians keep everything alive. 85%

UNIVERSAL SOLDIER
ACCOLADE £39.99
Turrican II has been slightly modified to incorporate UniSol level bosses. Not as tough as it looks, but super gameplay. 89%

VALIS
IMPORT
The original hack-'em-till-they-die arcade adventure. Due to the release of *Valis III*, it's not worth bothering with this cart any more. If you must, dig it out for a laugh. 65%

VALIS III
IMPORT
Looks great, but is incredibly boring. Plethora of pictures featuring wide-eyed Japanese people can't save a monotonous arcade adventure. 78%

VAPOR TRAIL
IMPORT
The lack of difficulty,pulls the rating down. While fun to play, with some breath-takingly fast gameplay, you soon find nothing challenging in the game. 57%

VARIS SD
IMPORT
This cute platform game leaves much to the imagination. Reasonable graphics, but nothing much else to offer the cutesy platform seeking gamesplayer. 58%

VERYTEX
IMPORT
This is one of those scrolling shooters that is actually quite good, although dated. Big and beefy guardians to beat and tough levels throughout. 80%

WANI WANI WORLD
IMPORT
The graphics make you wonder if it wasn't designed under the influence of a hallucinogenic substance. Two-player mode is addictive, but only mildly challenging. 85%

WARDNER
IMPORT
A boring platform game which has nothing special to offer and purchasing it may prove to be a complete waste of money. 25%

WARDNER SPECIAL
IMPORT
The only fun aspect is beating the oncoming hordes, but while the usual elements are all here, most will be dissatisfied with the sheer lack of detail. 48%

WARSONG
IMPORT
You'll need quite a lot of patience to fully appreciate this wargame – if you can take time to study the manual and fully see the game beneath it. One for armchair generals. 80%

WHEEL OF FORTUNE
IMPORT
If luxurious apartments and condominiums are your desire, don't waste your money on this. Absolute rubbish with 4500 uninteresting questions. 43%

WHERE IN THE WORLD IS CARMEN SANDIEGO?
ELECTRONIC ARTS £39.99
An unsuccessful return of the highly acclaimed edutainment game. The upper-class villains are far too easy to capture, so it's boring for the experienced adventurer and the kids won't be fooled. 59%

WHERE IN TIME IS CARMEN SANDIEGO?
ELECTRONIC ARTS £49.99
You must get on the trail of Carmen and capture her using your trusty Desk Encyclopaedia. A more successful attempt at edutainment than the previous outing. 80%

WHIP RUSH
SEGA £34.99
The backgrounds in this shoot-'em-up are superb and scroll along at pixel-blurring speed. It's very, very playable and attractive too. 85%

WINTER CHALLENGE
BALLISTIC £39.99
Eight different events make up this snow-laden epic, but it fails to convey the realism in most events and soon becomes tedious. Still, there's nothing else like it. 78%

WONDER BOY III
SEGA £34.99
The two-player game is brilliant fun and very interactive, but the levels are so-o-o-o repetitive. Recommended for two players only. 79%

WONDER BOY IV
SEGA £39.99
More fun than the original, but still too tedious to be considered a classic. The graphics are impressive, but they fail to make Wonder Boy the cult figure he wants to be. 82%

WONDER BOY V
SEGA £39.99
The fifth, and most probably last, game in the current series. Maybe they are trying to compete with the Friday the 13th series. Sadly, if you've played one, then you've played them all. 75%

WORLD CLASS LEADERBOARD
US GOLD £39.99
Complete with the speech samples, this old classic finally arrives on the big Sega. Sadly, it fails to capture the realism of its main competitor, *PGA Tour Golf*. 77%

WORLD CUP ITALIA 90
SEGA £29.99
This suffers from the same limited moves of *Tecmo World Cup '92*. Still, it was a brave attempt at the time and should be applauded for it. 80%

WORLD OF ILLUSION
SEGA £39.99
The wonderful world of Disney appears on the MD. This fantastic display of enchanting graphics and addictive gameplay should keep both young and old compelled. 89%

WRESTLE WAR
SEGA £34.99
A real pig to play. Getting the moves is so infuriating that your wrestling more with the joystick than with the actual game. 74%

XDR
IMPORT
A mysterious shoot-'em-up, mainly due to the lack of information about it. Also known as *X-Dazzldy-Ray*. 54%

XENON II
VIRGIN £39.99
Only the poor collision detection and occasional screen slowdown prevent this from being an essential shoot-'em-up purchase. 86%

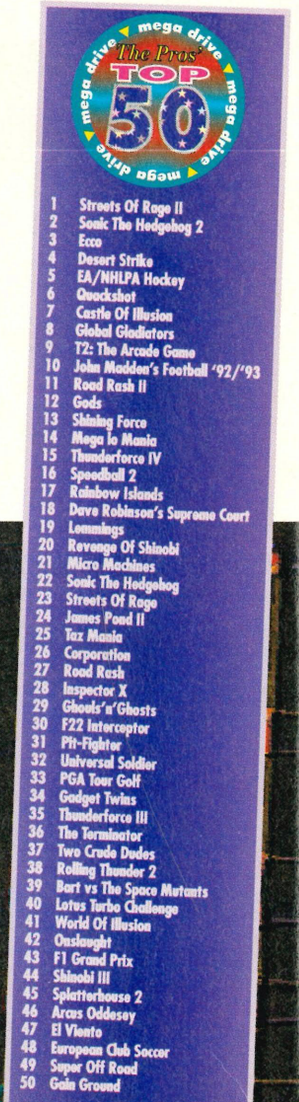
Y's 3: WANDERERS FROM Y'S
IMPORT
An in-depth RPG which offers a considerable challenge. Fans of tough games will love it, but if you're not one, then steer clear. 78%

ZANY GOLF
ELECTRONIC ARTS £39.99
Normal golf is a strange enough game, but this is out of this world. A great party game and a very polished product. 86%

ZERO WING
SEGA £39.95
Horizontal shooter which is flawed by its small graphics and ease. Looks like *R-Type*, but won't give any of that game's fans any problems. 77%

ZOOM
SEGA £29.99
Painter games live on, but only just in this cheap and cheerful puzzler. Average graphics and sound. Soon gets either too boring or too frustrating. 48%

Tune in next month for the latest releases and even more obscure games that we've uncovered from our massive archive room.



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1 Sreets of Rage II
2 Road Rash II
3 Ecco the Dolphin
4 Powermonger
5 NHLPA Hockey 93
6 Sonic the Hedgehog 2
7 Desert Strike
8 Rolo to the Rescue
9 John Madden 93
10 Lemmings

Virgin GAMES
1 Streets of Rage II
2 Road Rash II
3 Ecco the Dolphin
4 Sonic the Hedgehog 2
5 World of Illusion
6 Desert Strike
7 John Madden 93
8 Taz Mania
9 NHLPA Hockey 93
10 T2: The Arcade Game

HMV
1 Streets of Rage II
2 Ecco the Dolphin
3 PGA Tour Golf
4 World of Illusion
5 Sonic the Hedgehog 2
6 Taz Mania
7 Lemmings
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pro SCORES

Okay, you've played the game, you've finished the levels, you've found all the objects and you've scored all the points. Now it's your chance to become a part of SegaPro. We know our readers are the best in the land and here's your chance to prove it. Every month, we'll be updating the list and asking for high scores on specific new releases.

PGA TOUR GOLF
28 under at end of tournament
Kenny Carman, Chichester
24 under at end of tournament
Adam Fileman, Sussex

SONIC THE HEDGEHOG 2
9,999,990 Derek Biee, Hayle
789,402 Adam Passanisi, Australia
271,840 Andrew Hardisty, Durham

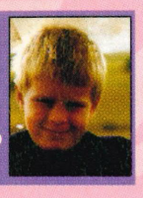
THE TERMINATOR
137,300 Paul Smelt
108,870 Jonathon Epworth, Humberside
87,990 Neil Brockhurst, Bolton

LEMMINGS
127,651 Henry Leon, London

GAME GEAR

WONDERBOY
789,260
Daniel Snizziri, Australia
649,900
Mark Sheldrick, Birmingham

CASTLE OF ILLUSION
687,590
Richard Sheldwick, Erdington
328,320 Phillip Wale, London



SONIC 2
524,614 Justin Best, Somerset
413,900 Robin Mackintosh
206,400 S Harfash, Herts

THUNDERFORCE IV
5,688,450 Andrew Kessle, Bradford

SUPER KICK OFF
133-0 Matthew George, Gwent
103-0 Matthew Finn, East Yorks
100-0 John Atkinson, Yorkshire

COLUMNS
12,900 Julian Elliot, Surrey
23,190 Karl Bennoit, Salop

FACTORY PANIC
763,470 Chris Roberts, Suffolk
631,830 Simon Day, Doncaster

SUPER KICK OFF
101-0 Jamie Corden, Sheffield
53-0 Jamie Stewart, Essex

HI-SCORE CHALLENGE

We want *all* your hi-scores, but every month we'll print a list of games that are now-ish. If you send in your high scores for them we can compare them with those from other readers.

MEGA DRIVE

ALIEN 3
602,070 Carl Souley, Cleveland
6,125,120 Mick Mercer, London

CRUEBALL
359,439,00 Neil Lover, Poole

EVANDER HOLYFIELD'S REAL DEAL BOXING
253,175,063 Dominic Bell, London

GALAHAD
1,450,270 Jonathon Epworth, Humberside

MASTER SYSTEM

AERIAL ASSAULT
112,819,000 Mark Smith, Norwich

ASTERIX
932,165 James Low, N'Land
611,100 Matthew Sinton, Cleveland
834,900 Ross Gibbens, London

OLYMPIC GOLD
Pole Vault
5.80 Wayne Hibbs, Bournemouth
5.50 Jonathon Tomlinson, Lincolnshire

Swimming
1.44.44 Wayne Hibbs, Bournemouth
1.48.0 Johnathon Tomlinson, Lincolnshire

WANTED HI-SCORES

GAME GEAR
Lemmings
Streets of Rage
Shinobi II

MASTER SYSTEM
Strider II
Mickey Mouse 2
Predator 2
Taz-Mania

MEGA DRIVE
Streets Of Rage II
Global Gladiators
Shinobi III
Road Rash II
Terminator 2

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FREE READERS' ADS, SegaPro, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.

THE PROFILE

ACE OF ACES
SEGA £32.99
MS flight sims have never been complex and this isn't breaking any new ground. Average opening statics, but in-game graphics are pretty dreadful. 55%

ACTION FIGHTER
SEGA £12.99
Dodging, shooting or bumping into the vehicles soon gets very repetitive, even with a few surprise elements. Not enough overall content, though. 51%

AERIAL ASSAULT
SEGA £29.99
Ancient, but relies on old-fashioned principles of keeping the player busy. This shoot-'em-up is still quite a frenzy. Graphics and sound are now dated. 69%

AFTER BURNER
SEGA £29.99
Speed and frenetic action of the simple arcade machine still here. It contains all the coin-op features, even the flying flip which will send you well dizzy. 85%

ALEX KIDD IN HI-TECH WORLD
SEGA £29.99
Alex's worst outing ever. The main problem with this is the presence of a very harsh restart procedure which always places you back at the beginning when you die. 54%

ALEX KIDD IN MIRACLE WORLD
SEGA £24.99
This is undoubtedly his most successful attempt. It was designed in competition to Nintendo's Mario and uses many of the same popular and successful elements. Essential Sega software. 90%

ALEX KIDD IN SHINOBI WORLD
SEGA £29.99
Mixing ninja with a successful character. There's plenty of platform adventuring to keep you enthralled for ages. Only one player, though. 85%

ALEX KIDD AND THE LOST STARS
SEGA £29.99
Usually Alex Kidd provides you with a testing challenge that lasts for months. Not in this! Finding the lost stars won't take you very long. 79%

ALF
TONKA £29.99
Poor sprite collision, badly designed graphics, limited sound effects and a repetitive game target. Don't bother with it! 16%

ALIEN 3
ACCLAIM £32.99
As with the MD and GG versions, this is brilliant. Guide Ripley through the treacherous space-ship in a stunning platform adventure. Loads to do and power-ups galore make it a definite winner. 90%

ALIEN STORM
SEGA £29.99
Massive "save the human race" game, with cool visuals, but a bit on the easy side. A sort of *Golden Axe* in the 21st century. Recommended. 87%

ALIEN SYNDROME
SEGA £29.99
If you can get hold of a friend, this game becomes a real pleasure to play as you team up to explore and destroy the seven alien-infested ships. 85%

ALTERED BEAST
SEGA £29.99
Appalling conversion of a popular coin-op. It's a beat-'em-up, but is severely flawed due to the flickery sprites and jerky scrolling. 50%

AMERICAN BASEBALL
SEGA £29.99
Baseball games are in abundance on console. This offering allows you to manage one of 26 teams plus the usual bat and pitch play. Good for one or two players. 83%

AMERICAN PRO FOOTBALL
SEGA £29.99
This takes a top-down view of the proceedings. The graphics are small, but distinct and have a little animation. Good for beginners as everything is kept simple. 79%

ARCH RIVALS
FLYING EDGE £32.99
Basketball with attitude problem as all the rules are thrown out of the window in a no-holds-barred fight for victory. The fun is limited to two-player mode. 83%

ARCADE SMASH HITS
VIRGIN £29.99
Centipede, Break-Out and *Missile Command* all in one cartridge. All the games are fairly basic in content, but the addictiveness and playability shines through. 82%

ASSAULT CITY
SEGA £29.99
A superb shoot-'em-up in all areas. The action is kept fast and furious and even though there are only six levels, it's quite a challenge. 83%

ASTERIX
SEGA £29.99
Whatever you do, don't miss out on this tour de force of arcade adventuring. The graphics could have been taken from the comic book, and the incidental music is more than just that. New Age MS excellence. 94%

ASTRO WARRIOR
SEGA £29.99
Usual shoot-'em-up stuff and there's nothing here to make you think different. Pick up the power-ups, learn the attack strategy and Bob's your uncle. 67%

AZTEC ADVENTURE
SEGA £12.99
Could have been a fun arcade adventure if you didn't get chucked back to the start every time you die. If the graphics weren't good, it would be insufferable. 70%

BACK TO THE FUTURE II
IMAGE WORKS £34.99
Pathetic movie tie-in that has the odd good-looking graphic that you may recognise. Don't buy it anyway because it'll disappoint. 24%

BACK TO THE FUTURE III
FLYING EDGE £34.99
Much better sequel, but has only three stages and they get easier. The programmers have taken recognisable bits from the film. 79%

BANK PANIC
SEGA £17.99
If you're one of the few people with a Phaser gun, then this cheap offering presents quite good value for money. Many humorous moments. 71%

BART VS THE SPACE MUTANTS
FLYING EDGE £32.99
The first Simpsons game to hit the Sega and certainly better than its Nintendo counterpart. Of all the Sega versions, this is definitely the most impressive, packed with challenge and playability. 93%

BASKETBALL NIGHTMARE
SEGA £29.99
An innovative approach which is inspired by the film, Teen Wolf. Monster teams line up against each other. Solely to make you laugh. 88%

BATTLE OUT RUN
SEGA £29.99
You simply have to zoom down the road, avoiding the traffic, catch up with the drug dealer's car and stop him. Tiresome *Out Run* rehash. 67%

BLACK BELT
SEGA £24.99
A criminally easy beat-'em-up. Incredibly poor graphics with backdrops containing little more than a wall and some sky. Unexciting and repetitive. 41%

BLADE EAGLE 3-D
SEGA £19.99
Addition of some 3-D graphics pulls this shoot-'em-up above the usual offerings. Little challenge on the early levels, but punishes on the last. 77%

BOMBER RAID
SEGA £29.99
Testing as you try to take out both air and ground targets. Not difficult mentally, but certainly tests patience and quickly becomes exceedingly boring. 33%

BONANZA BROS
SEGA £29.99
Great graphics and some extra bonus stages. Primarily a two-player game, but it's also brilliant in one player as you try to find the loot on ten frantic stages. 90%

BUBBLE BOBBLE
SEGA £29.99
Although an ancient piece of software, it's a real classic. Essentially repetitive, but very addictive in two-player. 86%

CALIFORNIA GAMES
SEGA £29.99
Six events – skateboard, footbag, surfing, BMX, half-pipe and frisbee – means long-lasting challenge and enhanced playability. 83%

CAPTAIN SILVER
SEGA £29.99
Finding buried treasure in real-life is pretty tough. Despite being difficult, the superb sprites and sound will keep you playing for ages. 82%

CASINO GAMES
SEGA £29.99
This will solve your addiction to one arm bandits. After playing all of the Las Vegas-based games, you'll be sick of the sight of them for good. 54%

CASTLE OF ILLUSION
SEGA £29.99
Mickey's adventure through the magical forest and castle is one of the best games on the MS. Brilliant animation and sprite definition. 94%

CHAMPIONS OF EUROPE
TECMAGIK £34.99
Early versions of this game were plagued with bugs, but ignoring these, the actual game is great, with many innovative features. 92%

CHASE HQ
SEGA £29.99
What *Battle Out Run* was trying to be, but isn't much better. It takes ages to reach the druggies and if you mess up it takes ages to relocate them. 72%

CHOPLIFTER
SEGA £24.99
Although the graphics and sound look grim, the playability shines through. Recommended as one of the most enduring and addictive games of all-time. 85%

CHUCK ROCK
VIRGIN £29.99
A hilarious platform adventure with dynamic graphics and a super intro tune. As atmospheric as the MD version and equally addictive. 84%

CLOUD MASTER
SEGA £29.99
You control a strange little fellow who simply goes around on his faithful white cloud shooting everyone. Loads of big guys throughout the five skyward levels. 60%

COLUMNS
SEGA £24.99
Possibly the best machine implemention of this excellent *Tetris* beater. It is far more enjoyable and rewarding than that, especially in two-player versus mode. 91%

CYBER SHINOBI
SEGA £29.99
The Shinobi series never seems to stop and although different, this contains similar elements. Gameplay lacks content and it's fairly easy. 68%

CYBORG HUNTER
SEGA £24.99
While the seven levels of the fortress you have to explore are certainly vast, they lack content. It's fun at first, but the repetition becomes tedious. 62%

DANAN: THE JUNGLE FIGHTER
SEGA £29.99
Stuck in the jungles, you must fight your way through the undergrowth and the inordinate amount of unfriendlies. Good, if a little repetitive. 72%

DEAD ANGLE
SEGA £29.99
A simple *Op Wolf* clone. It adds nothing new to the genre and, therefore, becomes too boring very quickly. Give it a miss. 71%

DICK TRACY
SEGA £29.99
Blurred graphics, jerky animation and is totally unplayable. One of the worst film tie-ins ever. 21%

DOUBLE DRAGON
SEGA £29.99
This is a very accurate conversion suffering only from being a bit too easy for a game with only a few levels and similar gameplay. 70%

DOUBLE HAWK
SEGA £29.99
Two fighters must blast all who stand in their way, picking up all the available power-ups. Great two-player action makes this a decent, albeit easy, shoot-'em-up. 70%

DRAGON CRYSTAL
SEGA £29.99
This seems lost and vacant in the abyss of a TV screen. Even so, there's enough challenge in there to keep RPG fans happy for months. 82%

DYNAMITE DUKE
SEGA £29.99
If you like your action simple point 'n' shoot you can go wrong here. It's very similar to *Operation Wolf*, but the graphics are far superior. 72%

DYNAMITE DUX
SEGA £29.99
A cute and colourful arcade beat-'em-up that is very addictive and challenging. The dodgy scrolling occasionally affects play, but overall it's a lot of fun to play. 86%

ENDURO RACER
SEGA £9.99
Nothing like the arcade as you view your bike from above and race over an obstacle course. Plays surprisingly well, but there's a serious lack of a two-player mode. 68%

ESWAT
SEGA £29.99
A decent conversion of Sega's popular coin-op. You play a cop trying to gain promotion to the ESWAT branch. Enjoyable and challenging. 71%

F-16 FIGHTER
SEGA £17.99
Ten levels packed with MiGs. Sadly, it suffers from being too complex for its own good; it's neither simple fun to play or taxing on the brain. 63%

FANTASY ZONE
SEGA £12.99
For such a paltry asking price how can you ignore this ground-breaking shoot-'em-up? No-one has ever used colour to such effect on the MS; this game requires sun-glasses! A piece of history that can't be ignored. 91%

FANTASY ZONE 2
SEGA £24.99
More of the same abuse of the MS colour palette. Eight more levels that are just as tough and challenging as the original. 90%

FANTASY ZONE 3
SEGA £24.99
The shoot-'em-up game has been changed to a Pac-Man format. Simple, but effective graphics make this great fun. 84%

FIRE AND FORGET II
TITUS £29.99
Sod the storyline, let's just stick a gun on the car and see how it goes. Well it doesn't go too bad, actually. The best attempt at a car chaser yet. 84%

THE FLINTSTONES
GRANDSLAM £29.99
The quality of programming is evident, except everything is very simple to execute and soon bores you. For the young and inexperienced only. **70%**

FORGOTTEN WORLDS
SEGA £29.99
With the abundance of shoot-'em-ups available, they have to be good to sell. Well, this is far too easy and the controls are useless. Try anything else but this. **32%**

GAIN GROUND
SEGA £29.99
You and a friend have to choose from a band of warriors and attack a number of progressively difficult strongholds. Good teamplay and very addictive. **82%**

GALAXY FORCE
SEGA £29.99
This coin-op game is excellent fun. Some hideous enemy sprites, but it only makes you more determined to blow them to bits. A great shoot-'em-up conversion. **86%**

GANGSTER TOWN
SEGA £24.99
Grab that Phaser gun and blast the varmints stepping on your turf. It's all harmless fun, but like most gun games, becomes boring. **65%**

GAUNTLET
SEGA £29.99
Atari's famous four-player coin-op, but in two-player MS guise. It's just like the real thing, so if you can put up with the vastness of the original game, here it is in all its glory! **80%**

GEORGE FOREMAN'S KO BOXING
ACCLAIM £29.99
Boxing simulation, also known as *Heavyweight Champ*, that offers different fighters. The gameplay is okay, but there's nothing new or original. **69%**

GHOSTBUSTERS
SEGA £29.99
Find the ghost, bust the ghost, bag the ghost. Repeat till end. It all gets boring very quickly, even if busting the ghosts does require some talent. **50%**

GHOST HOUSE
SEGA £17.99
Some things in life were never meant to be tampered with. This ghostly (ghastly) encounter requires little skill and is aimed at very, very young players. **45%**

GHOULS 'N' GHOSTS
SEGA £29.99
A great medieval romp through the undergrowth and onto gigantic guardians. It may not have all the special effects, but it plays like a dream. Buy it. **90%**

GLOBAL DEFENSE
SEGA £12.99
A freak accident has caused missiles from all over the world to zoom off into space. You must blow them up. Simple, but effective. **75%**

G-LOC
SEGA £29.99
A joy to fly with plenty of action. The speed is phenomenal and graphics bearable. Okay arcade flight sim that works well. **83%**

GOLDEN AXE
SEGA £29.99
A respectable attempt at portraying a favourite hack-'em-up. It suffers from one limitation; you only get the choice to control one player, not three. **85%**

GOLDEN AXE WARRIOR
SEGA £32.99
Old Death Adder is back, but before you try to defeat him, remember that there's no arcade action – just lots of adventuring. **67%**

GOLFAMANIA
SEGA £32.99
For one or two players, it may not look like a visual feast of golfing delights, but you'll be glad to hear that it's packed with playability and fun. **82%**

GOLVELLIUS
SEGA £29.99
The evil Golvellius has dispatched seven of his top demons to prevent you from passing through the valley. Very challenging and graphically good, but lacks longevity. **77%**

GREAT BASEBALL
SEGA £24.99
Not as good as it pretends to be. Even so, for a game that is as old as this is, the graphics and sound are fairly decent and it's still playable. For sports fans only. **75%**

GREAT BASKETBALL
SEGA £24.99
Die-hard fans of the sport will be more at home here. The two-player mode makes the game a real challenge, but the computer oppos are easy. **78%**

GREAT FOOTBALL
SEGA £24.99
There is no reason to buy this game with the likes of *Joe Montana Football* already out. This is a crinkly attempt that doesn't contain any credible atmosphere. **60%**

GREAT GOLF
SEGA £24.99
There is no reason to buy this game with the likes of *Leaderboard* already out. This is a crinkly attempt that doesn't contain any atmosphere. **63%**

GREAT ICE HOCKEY
SEGA £29.99
Ice hockey simulation that, in its day, proved to be quite a success. Unfortunately, it needs the Sega Sports Pad controller to play. **50%**

GREAT VOLLEYBALL
SEGA £24.99
The sprites are far too small to make this even remotely enjoyable. Presentation is grotty, not doing anything for the great sport. Too old to crack it with the big boys. **55%**

HANG-ON
SEGA £9.99
How can you resist this little beauty for just under a tenner? It's fairly quick, and not too jerky when weaving in and out. Not brilliant, but excellent value for those on a budget. **78%**

HEAVYWEIGHT CHAMP
SEGA £24.99
Also known as *George Foreman's KO Boxing*, this does well in that the opposition put up a good fight. Much better on the Game Gear. **69%**

HEROES OF THE LANCE
US GOLD £34.99
This is very slow and monotonous. Plenty of characters to play with, but even with the combat scenes boring, there's not much hope. **68%**

IMPOSSIBLE MISSION
US GOLD £29.99
An excellent conversion packed with everything from the original, even the speech. The animation is second to none. Superbly addictive and great gameplay. **90%**

INDIANA JONES 3
US GOLD £34.99
Very, very frustrating. Not only is it hard, with restart points, but the collision detection is also suss. Still, the graphics are encouraging. **80%**

JOE MONTANA FOOTBALL
SEGA £29.99
If only it wasn't so blinking easy, it would keep you playing for ages. There are tons of moves plus Joe's recommendations. Overhead side-view works well. **78%**

JUNGLE FIGHTER
SEGA £29.99
Scrolling sword-fighting game that becomes very addictive. Unfortunately, it's not very difficult and shouldn't take long to complete. **58%**

KENSEIDEN
SEGA £29.99
While there's no doubting the size of *Kenseiden*, it suffers from being very predictable and easy in parts. A large but overly simple beat-'em-up. **64%**

KLAX
TENGEN £29.99
Doesn't quite come up to scratch. The graphics aren't bad, but the sound is lacking and the colours blur rather badly. Still addictive, though. **73%**

KUNG FU KID
SEGA £24.99
You are blessed with a talisman that gives you supernatural strength. Kung fu games are nothing new and this just continues the line of mediocrity. **60%**

LASER GHOST
SEGA £29.99
One of the better Phaser games, this can also by played just as effectively with the joypad. There are great statics and backgrounds. **84%**

LEMMINGS
SEGA £27.99
Guide cute-and-cuddly characters through lots of stages of maze and puzzle madness. Simply brilliant graphics which go along with the game's simplicity. **89%**

LINE OF FIRE
SEGA £29.99
Impressive vertical shoot-'em-up, lacking two-player mode. Detailed guardians and decent backdrops. More mindless, but enjoyable entertainment. **82%**

LORD OF THE SWORD
SEGA £29.99
This arcade adventure contains some great character sprites, but the backgrounds get a little unoriginal. Enjoyable, but simple. **80%**

THE LUCKY DIME CAPER
SEGA £24.99
Donald's first excursion onto MS is amongst the best games around. The graphics are superb. Best of all, it's mega-tough, addictive and is excellent value. **94%**

MARBLE MADNESS
VIRGIN £29.99
Everything looks great and moves smoothly, but the time limit is pretty easy to beat. A very accurate conversion, though. **88%**

MARKSMAN SHOOTING
SEGA £29.99
One of a limited amount of software released for the Light Phaser. Simple and fun to play, but *Safari Hunt* is far better. **43%**

MAZE HUNTER 3-D
SEGA £19.99
Not exactly superb, but there's plenty of incentive to get going as tons of little sprites chase you round a maze. Quite big, but pretty easy. **72%**

MERCS
SEGA £32.99
This has got to be one of the easiest games on the MS. It's a pity because there are some good graphics and the gameplay is fun. **73%**

MIRACLE WARRIORS
SEGA £32.99
This RPG is surprisingly rather good. Controlled via menus that takes time. The graphics are good and the challenge high. **82%**

MISSILE DEFENCE 3-D
SEGA £19.99
This is a grim old game. You'll need your 3-D glasses, but you won't miss much without them. Very repetitive and requires absolutely no talent. **46%**

MONOPOLY
SEGA £29.99
Poor value for money. You could buy the Monopoly Deluxe table-top for less and it would still be more fun. It's accurate, but what's the point? **79%**

MOONWALKER
SEGA £29.99
Luckily, the game is much better than the film, with attractive graphics and decent sound. **85%**

MS PACMAN
TENGEN £29.99
Even though this is a very accurate conversion of the Atari arcade machine, it doesn't quite hit the mark. Two-player is fun, but all too dated and it shows. **72%**

MY HERO
SEGA £17.99
This game looks dreadful. It's a really simple beat-'em-up and not very taxing. If you're the school bully type, you'll love it. **64%**

NEW ZEALAND STORY
TECMAGIK £34.99
It's fantastic! Excellent graphics, 12 tunes to keep your ear-drums satisfied and all the platform madness you could wish for, but it's very hard. **88%**

THE NINJA
SEGA £9.99
For just a tenner you can have this bargain bonanza of Samurai-swarmed forest awaiting your body-blowing talents. Poor graphics, though. **75%**

NINJA GAIDEN
SEGA £32.99
One of the best beat-'em-ups. Compelling gameplay and good animation make this a ninja classic. Spot-on difficulty level makes it ideal for young or old. **90%**

OLYMPIC GOLD
US GOLD £34.99
Seven events comprise this mammoth piece of sporting software. No event would survive by itself, but the finishing holds it all together. **80%**

OPERATION WOLF
TAITO £29.99
The old Phaser gun should have come into its own, but the light detection isn't too hot. Neat backdrops, although the flickery scrolling is annoying. **73%**

OUT RUN
SEGA £29.99
There just isn't the feeling of speed in this coin-op. Graphics are kept to a minimum and are very simplistic. 3-D specs version available at the same price. **73%**

OUT RUN 3-D
SEGA £29.99
Keeps to the original formula of *Out Run*, but it is in 3-D! This has to be the best 3-D game available on the MS to date, which isn't saying much. **83%**

OUT RUN EUROPA
US GOLD £29.99
This European interpretation of *Out Run* comprises more vehicles and a longer route. It also tags on a more plausible storyline. Refreshingly good racing fun. **90%**

PAC-MANIA
TECMAGIK £34.99
An excellent interpretation, but £35 for such an old concept is asking a bit much. If you don't mind splashing out, you won't be disappointed. **88%**

PAPERBOY
TENGEN £29.99
Emulates the brilliant coin-op, but looks a bit old now. Above all, though, it's very playable and is sure to challenge your skills well into the morning run. **81%**

PARLOUR GAMES
SEGA £17.99
Compilations of games on cart should always be treated with trepidation. An average simulation of pub games, such as eight-ball etc, all simply designed. **50%**

PENGUIN LAND
SEGA £29.99
The penguins are particularly well-drawn, but the backgrounds very simply constructed. Controlling the penguin is great fun and there's a nice feel to the game. **77%**

LEMMINGS
MEGA DRIVE ● LEVEL SELECT

Due to an unfortunate misunderstanding, the wrong codes for the UK version of this game went out in a recent issue of SegaPro. We were given the codes that worked with the development version, but alas, they were changed! Here are the correct codes. The Genesis codes work – those were supplied by Sunsoft who, being American, do everything right.

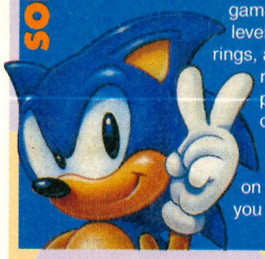
	FUN	TRICKY	TAXING	MAYHEM	PRESENT	SUNSOFT
1		XTDYD	YFDTD	MYDYD	NZGJW	BRGPW
2	QWKYN	MSJXX	ZJKWP	FVJXX	TDNMH	QSMNQ
3	NDDTD	XFDWF	CRDQF	MLDWF	SPGGX	HVHCB
4	SWKYN	TSJXX	DNKWP	KNKPB	DXNCL	FMMFT
5	FDTVM	TVDXN	VKDSN	PQDPR	RXHXJ	GZHBL
6	KMKBX	HMKZG	BSLPB	HHKRK	XBNCV	ZQMSX
7	HDTVM	SYDXN	DZDJR	PFDMS	WMHWK	MHHRF
8	MMKBX	PMKZG	FWLPB	HWKNL	HGNRP	KGMQY
9	VDDTD	LKDWF	SNDHJ	JTDKK	RBGKW	HHGMX
10	ZWKYN	DMKPB	TRKKT	GHJBX	XFNMH	BNMF
11	XDDTD	PYDMJ	WYDDK	NXDYD	WQGGX	NLHZ
12	CXKYN	LMKPB	XVKKT	GWJXX	HYNCL	LCMC
13	PTDVM	LPDPR	PSDGS	LYDXN	VYHYJ	XLHT
14	TMKBX	YFKRK	VLKBX	DQKZG	BDNCV	MNMS
15	RTDVM	KSDPR	XSDVM	QRDPR	ZNHWK	YDMF
16	WMKBX	GGKRK	YPKBX	JJKRK	RNNTP	BHNK
17	VHDVD	SGDPJ	CLDVD	ZJPDJ	RMGNW	PLHH
18	ZZKZN	GFKNC	DPKXP	SHKNC	XQNQH	DNMC
19	XHDVD	RRDLK	GWDRF	ZXDLK	WBGLX	VZGS
20	CBKBP	NFKNC	HXKXP	DSJFX	HKNHL	SRMV
21	PXDWM	NHDNS	YPDTD	JVDFN	VKHDK	TFHS
22	TQKCZ	BYKPL	FXLQB	BMKHC	BPNGV	NLNL
23	RXDWM	MLDNS	HFDLR	JKDCP	ZYHZK	ZBHK
24	WQKCX	JYKPL	JBLRB	BBKFH	LSNVP	XZNH
25	FJDMD	FWDLK	WSDJJ	CYDZF	VNGNW	VBHF
26	KBKBP	XJJCX	XWKLT	ZZKSB	BSNQH	CTMR
27	HJDVD	JWDZD	ZDDGK	HRDRJ	ZCGLX	PRGM
28	MBKBP	FJKCX	BBKMT	ZPKQC	LLNHL	MJMP
29	YXDWM	FMDCM	SXDHS	FSDOS	YLHDK	SZMF
30	DRKCX	SCKFG	FXKFX	XJKSL	FONGV	HCNF

SONIC THE HEDGEHOG 2
MEGA DRIVE ● LEVEL SELECT

Yes, we finally have it! This is what you've all been waiting for – the level select to Sonic 2! A copy of Ecco the Dolphin is on its way to **J.Williams** for sending us the level select first! As well as the usual tip of the month prize, we will be offering a prize of one cart for a smaller, but equally brilliant tip – which should give you twice the incentive to get sending!

Select the options screen, and go to the sound test. Select sounds 19, 65,09,17. Then press reset and hold down A and Start. This will give you a level select! For slow motion, keep pressing B after the level select.

To become SuperSonic without collecting all the chaos emeralds, Access the sound test again, Then play tunes 04,01,02, 06. Then access the game and collect 50 rings. Pressing Band C together after doing this will allow you to become the totally out-of-control SuperSonic! **Ed Lomas** has a mean tip for this game. Finish a level with all the rings, and you'll receive a perfect bonus of 50,000 points. There are 296 rings on the first act if you want to try



TASK FORCE HARRIER
MEGA DRIVE ● LEVEL SELECT ● SLOW MOTION

Go to the alternative options screen by holding down button A after switching on, then release the button when the title screen appears. Press up, down, left, right, A, B, A, C and B. Finally, enter the configuration screen and you will be presented with a new options screen. To warp through all the levels, begin the game and press A and start simultaneously. Lastly, to play the game in slow motion, go to any level and press pause, then B rapidly. **James Low, Northumberland.**

THUNDERFORCE IV
MEGA DRIVE ● 99 SHIPS

We've been inundated with this single tip. For 99 ships, go to the title screen and press A and start – taking you to the configuration screen. Highlight the stock ship and select 0. Press start and then enter the mission sequence and you will have 99 lives!

XENON II
MEGA DRIVE ● INFINITE LIVES ● INVINCIBILITY

Enter the word OLD in the high score table. Play it again, but get a lower score. This time, enter AGE. The high score table should now show OLD AGE in first and second place. Wait for the game to return to the Attract mode and press reset. Start the game again, and you should now have infinite lives. For invincibility, use the above method, but enter the codes "ARM" and "OUR".

UNIVERSAL SOLDIER
MEGA DRIVE ● CODES ● INVINCIBILITY

Enter RWRZS to become invincible throughout the entire game.

However, if you fancy a more riveting play, then try out some of these level codes:

Level 2	CHSGM	Level 7	PKSND
Level 3	MKSNS	Level 8	CWBPN
Level 4	SGGBY	Level 9	SFTNP
Level 5	JLGPH	Level 10	CMVDG
Level 6	JDRSD	Level 11	BYTCM

MARBLE MADNESS
MASTER SYSTEM ● LEVEL SELECT

On the options screen, set the following: TEST FX 2, TEST MUSIC 5. Move the d-pad to level select, and you'll now find that you can

SONIC THE HEDGEHOG 2
MASTER SYSTEM ● LEVEL SELECT ● EXTRA LIVES

For a level select, plug the control pad into port two and press up-left and buttons one and two. Turn on the system whilst holding down these buttons. Wait until Sonic has run off the screen and then plug the control pad into port one. Press button two twice for a level select.

Barry White, Derby

On the Sky High Zone, run right, jumping across all platforms and past the first sprin Then jump to the right and you will find an extra life. Jump back left, and go up using the spring. Follow the springs until you get as far left as you can go – there will be another life there. Then kill yourself and keep returning to the same spot until you have built up enough lives to finish the game.

This method can also be used in Underground Zone Act One and Aqua Lake Zone Act One. Also works on the Game Gear version of *Sonic the Hedgehog 2*.

Tom Morgan, Cheshire.

PHANTASY STAR
SEGA £39.99
It may be a stonking 40 quid, but this is one game where you'll certainly get value for money. This huge cart even comes with a battery back-up, which is lucky because you'll be coming back to this over and over. **94%**

PIT-FIGHTER
DOMARK £29.99
A repetitive two-player fighting game which soon becomes very shallow. The teeny-weeny sprites are ridiculously small and may prove annoying. **75%**

POPULOUS
TECMAGIK £34.99
A game that you'll either love or hate. This is very accurate to the original, but about TEN times as big. If you're a fan, you'll love this mind-bender. **88%**

POSEIDON WARS 3-D
SEGA £19.99
Worth a look if you have the glasses. You have to clear waters teaming with enemy boats etc. Very simple stuff and not worth bothering about really. **34%**

POWER STRIKE
SEGA £24.99
An excellent environmentally-friendly shoot-'em-up. The graphics are top-notch and scroll smoothly. A great blaster. **89%**

PRO WRESTLING
SEGA £24.99
All the razzmatazz of all-American wrestling is valiantly attempted, but the overall impression is that it's been skimped on in all departments. **56%**

PREDATOR 2
ARENA £32.99
Jerky scrolling, a high difficulty level, boring gameplay and poor sound. The poorest version of a reasonable game. Yawn! **46%**

PRINCE OF PERSIA
DOMARK £29.99
Packed with 14 massive levels and amazing animation, this is an essential MS purchase. Very easy to pick up and extremely addictive. **94%**

PSYCHIC WORLD
SEGA £29.99
Only the graphics save this dreadfully boring and unplayable game. The mix of arcade and strategy might have worked if it wasn't so pointless. **48%**

PSYCHO FOX
SEGA £29.99
This has taken the best attributes from other arcade adventures. The main character, Mr Fox, is almost as cheeky as Sonic himself. Very good. **88%**

PUTT 'N PUTTER GOLF
SEGA £32.99
A brilliant two-player crazy golf game that originally appeared on the Amiga. Excellent graphics and cheerful sound effects. **86%**

QUARTET
SEGA £24.99
Warning: despite its name, this cart is not four games in one. In fact, it's one fairly unimpressive try at a platform shoot-'em-up. **25%**

RAMBO III
SEGA £29.99
Despite the limitations of this being a Phaser-based product, it is remarkably playable. Challenging, but the addiction only lasts for weeks. **77%**

RAMPAGE
SEGA £29.99
Everyone has a destructive nature in them somewhere. You control one or two gorillas who must smash up apartment blocks. Simple, but very good action. **85%**

RAMPART
TENGEN £29.99
A truly addictive game that is simple really; build a castle, decide where you want your cannons and then decimate your enemy! **81%**

RASTAN SAGA
SEGA £29.99
Hac'n'slash romp through many varying landscapes, but this is one of the best games of its type. Polished and you won't be completing it in the first week. **88%**

RC GRAND PRIX
SEGA £29.99
Multi-player action that will fail to excite race fans. Luckily, the graphics are interesting, but why do Sega slap their name all over the hoardings? **59%**

RESCUE MISSION
SEGA £9.99
Protect medical supplies that are being distributed to the troops. The graphics are great and the gameplay's spot on. Got a Phaser? Got a tenner? Get this! **90%**

ROCKY
SEGA £29.99
Surprise, surprise, this is a boxing simulation. Poor graphics and terrible animation result in a dire game. **32%**

R-TYPE
SEGA £29.99
This is arguably the greatest shoot-'em-up to ever grace the MS. It is – bar the odd graphic deficiency – a totally accurate conversion of Irem's smash hit. Everything is great. Go for it – you won't lose out! **94%**

RUNNING BATTLE
SEGA £29.99
Sadly, this ain't a good beat-'em-up. Everything is so slow and even the colourful non-flicker graphics can't enhance this poor try. **44%**

SAFARI HUNT
SEGA £29.99
Originally included in the early MS packages for use with the Light Phaser. Perhaps the best cart available for target practise on the screen, but very rare these days. **63%**

SAGAIA
SEGA £32.99
What a grim affair this horizontal shoot-'em-up is. Its main problem lies in the dodgy collision and flickery graphics. But the game is far too easy for almost any player. **43%**

SPECIAL CRIMINAL INVESTIGATION
SEGA £29.99
This *Chase HQ* sequel has poor graphics and dodgy controls. Full of action, but easy-peasy for anyone except real beginners. **54%**

SCRAMBLE SPIRITS
SEGA £29.99
Little more than a vertically scrolling shoot-'em-up and a pretty poor one at that. With such a choice, you could find better. **44%**

SECRET COMMAND
SEGA £12.99
This is very close to the Capcom Commando coin-op; it's even based in a jungle with huts and everything. Essential for any self-respecting shooter. **85%**

SEGA CHESS
SEGA £34.99
Functional graphics and some poor speech may put some grand masters off, but stick with it and you will find a supreme chess sim. **83%**

SHADOW DANCER
SEGA £32.99
Suffers from flickery graphics and bad response rate, but there are pleasing effects such as the full screen magic and the lightning quick dog. **69%**

SHADOW OF THE BEAST
TECMAGIK £29.99
Despite the obvious limitations of the MS, Tecmagik have done the business on this version of *Beast*. Superb visuals, excellent mood music and even some improved gameplay make it hot property! **90%**

SHANGHAI
SEGA £24.99
One of the most addictive and mind-bending puzzle games around. You'll be confused at first, but if you persevere your efforts will be well rewarded. **85%**

SHINOBI
SEGA £29.99
There's nothing too spectacular about this beat-'em-up. There are only five simplistic levels with stranded kids and that should easily be a doddle for most players. **79%**

SHOOTING GALLERY
SEGA £24.99
This is highly over-priced. Only four simple rounds of shooting various targets. Much better with a few players, so grab the family and gather round. **70%**

SHOOTING GAMES
SEGA £24.99
Hone your light gun skills with three varying types of game – marksman shooting, trap shooting and safari hunt. Excellent value. **72%**

SLAP SHOT
SEGA £29.99
Like its MD counterpart, *EA Hockey, Slap Shot* is easy to get into and has all the added extras like brawling and dodgy umpiring. Don't worry if you don't like the real thing, this is pretty manic. **76%**

SONIC THE HEDGEHOG
SEGA £29.99
Totally excellent conversion proving that the MS can retain some originality. Sharing many of the characteristics of the MD version, this mini-arcade adventure is super-fast and instantly compelling. **92%**

SONIC THE HEDGEHOG 2
SEGA £32.99
A fantastic version of the most famous game in the world, but it's bugged. *Sonic 2* is simply the best game on the MS, but don't be too disappointed when Tails doesn't appear. **95%**

SPACE GUN
SEGA £29.99
If you're a dab hand with the Phaser, this title should bring a smile to your face. Not the best shooter so far, but reasonably good graphics. **56%**

SPACE HARRIER
SEGA £29.99
There's no way of restarting or continuing on any of the 18 levels – even arcade players will be tested here. An accurate and playable conversion. Available in a dreadful 3-D version for a tenner less. **84%**

SPEEDBALL 2
VIRGIN £29.99
Jump into the future and play a vicious game of handball. The graphics are superb and the playability still as great as ever. The league is also very testing. **89%**

SPELLCASTER
SEGA £29.99
One of the greatest and toughest RPGs on the MS, ranking almost as good as *Phantasy Star*. The vast adventure will take you underground, through space and time and even to the land of the dead. **90%**

SPIDER-MAN
SEGA £29.99
Doesn't have the playability. It's very tedious bashing enemies, but there's a compelling storyline. Credible cartoon beat-'em-up. **80%**

SPORTS PAD FOOTBALL
SEGA £29.99
Another sports simulation which relies on the defunct Sega Sports Pad. A good footy sim , but the control pad may prove impossible to find. **64%**

SPY VS SPY
SEGA £17.99
The stars of MAD magazine retain their appeal and the game has one player sniggering when the other walks into his traps. Great. **90%**

STRIDER
SEGA £29.99
The graphics and sound are about as expected, but the main character is very sluggish and poor, especially when jumping. Long-term appeal is dubious. **79%**

STRIDER II
US GOLD £29.99
Very similar to the original *Strider* in that the main character is a tad slow, but it's challenging. Run-of-the-mill graphics and little to inspire. **75%**

SUBMARINE ATTACK
SEGA £29.99
You take charge of a submarine and progress through the seaworld, while shooting anything that moves. It's like a poor water-bound *R-Type* . **68%**

SUMMER GAMES
SEGA £29.99
This is a real disappointment. The graphics are hopeless; the sprites small and terribly animated and the backgrounds contain no detail. **40%**

SUPER KICK OFF
US GOLD £29.99
All the features, bar the all-important playability. The action slows down with three or more players on-screen. **80%**

SUPER MONACO GP
SEGA £29.99
A simultaneous split-screen two-player mode makes for bad graphics. A poor atmosphere is created by flimsy backgrounds and unrealistic animation. **68%**

SUPER MONACO GP II
SEGA £34.99
A useless motor racing simulation which fails to create any kind of enthusiasm. The graphics are dire and the whole game should be avoided at all costs. **21%**

SUPER REAL BASKETBALL
SEGA £24.99
Excellent two-player action with some brilliant close-ups. Good all the way through and tough to beat at higher one-player levels. **85%**

SUPER SMASH TV
ACCLAIM £29.99
A long awaited conversion which is nothing more than average. Repetitive flicker, sound and gameplay all rolled into one – and it's too hard. **65%**

SUPER SPACE INVADERS
DOMARK £32.99
Remarkable conversion. Original waves and a sensational simultaneous two-player option set this above any clone. **82%**

SUPER TENNIS
SEGA £9.99
This price of this keeps dropping! The graphics are childish, the sound appalling and it completely fails to capture any of the sport's fun. **29%**

TAZ-MANIA
SEGA £29.99
The graphics are bright and the atmosphere is perfect. Take control of Taz and guide him through level after level of classy platform action. Accurate cartoon conversion. **81%**

TEDDY BOY
SEGA £9.99
Simple in concept, but superbly implemented and subsequently very addictive and playable. However, be warned it's a very cute platform game that may make you sick. **70%**

TENNIS ACE
SEGA £29.99
Forget *Super Tennis*. There's a great side-on close-up of the server and the view down onto the court works well. Tennis fans should apply here. **83%**

THE TERMINATOR
SEGA £34.99
Although only a measly four levels, this game is packed with direct scenes from the film ensuring all Arnie fans will be happy. **90%**

THUNDER BLADE
SEGA £29.99
There's a great game here just waiting to burst out. However, even the decent graphics can't hide that it has some dodgy collision detection. **65%**

TIME SOLDIERS
SEGA £29.99
The coin-op was based was a fairly torrid affair. More time is spent running from enemies than fighting them and this gets very tedious. **36%**

TOM AND JERRY
SEGA £29.99
You're likely to finish this cartoon adventure far too quickly. 2Mbits worth of pleasant to look at platform comedy, but it won't be for long. **74%**

TRANSBOT
SEGA £9.99
Oh dear! It has all the usual elements; shoot-'em-up, based in a post nuclear world and invading aliens, but it's so badly programmed that *Transbot* is pretty awful. **26%**

TRAP SHOOTING
SEGA £29.99
As the title suggests, this is a clay pigeon shooting sim. Not exactly wonderful to play, but the well-animated targets can prove fun to hit. Limited appeal. **45%**

TRIVIAL PURSUIT
DOMARK £29.99
This game is ideal for a large group to play, but not for soloists. Cheerful graphics and a comical cartoony presenter with potentially tough questions. **81%**

ULTIMA IV
SEGA £39.99
If you like RPGs such as *Phantasy Star* and *SpellCaster*, then you should have this in your collection. It's vast, challenging and it comes with a great manual and map. **92%**

VIGILANTE
SEGA £29.99
This coin-op conversion is a very simple beat-'em-up, but worthy of praise for the sheer enjoyment, but the game is simplified slightly in its translation. **77%**

WANTED
SEGA £24.99
Rootin' tootin' varmint-blowing Phaser fun as you are appointed sheriff of the town and told to clean up the place. You might even enjoy it! **78%**

WIMBLEDON
SEGA £34.99
Centre court has never been so good on the MS. Realistic graphics and superb animation of the players is made even better by super-fast play. This is a tennis sim of the highest standard. It's very tough, too. **90%**

WONDER BOY
SEGA £24.99
This still holds much appeal for many arcade adventurers. Sadly, everything – all the graphics, sound effects, etc – are very dated now. **81%**

WONDER BOY IN MONSTERLAND
SEGA £29.99
The Boy's second outing continues the challenging gameplay. You've 12 levels to progress through and the action is constantly fast and the baddies furious. Buy it, play it, and you won't regret it. Honest. **90%**

WONDER BOY III: DRAGON'S TRAP
SEGA £29.99
If you like the others, you'll go wild over the third outing which is the best by miles. You must again hack your way along the path, but you are helped out by shops, that sell weapons, along the route. A great arcade adventure without hedgehogs or ducks. Now that has to be worth something! **93%**

WOODY POP
SEGA £19.99
This may be hard to get hold of as it uses the Paddle Control, which is no longer available. Cutesy graphics, but that's about it. **47%**

WORLD CLASS LEADER BOARD
US GOLD £29.99
A quality golf sim with all the bells and whistles. All you need for a round or two, including a full set of clubs, hazards galore and masses of playability. **83%**

WORLD CUP ITALIA 90
SEGA £24.99
It's a lot easier to control the ball in this than *Kick Off*, but ultimately you feel more like you're playing a table-top pub game than the real thing. **77%**

WORLD GAMES
SEGA £24.99
This old chestnut is definitely middle-of-the-road software. None of the games are truly bad, but none stand out as worth much play. **65%**

WORLD GRAND PRIX
SEGA £12.99
This has the basic element – cars – but fails to have the other important things, like decent graphics, sound and opponents. **70%**

WORLD SOCCER
SEGA £24.99
A horizontally scrolling footer. The players are bigger than in most games, but the odd perspective makes it hard to put the ball close to where you want. **63%**

XENON II
VIRGIN £29.99
You'll have great difficulty telling the difference between the 16-bit original and this version. Great stuff, but there are some dodgy collisions. **85%**

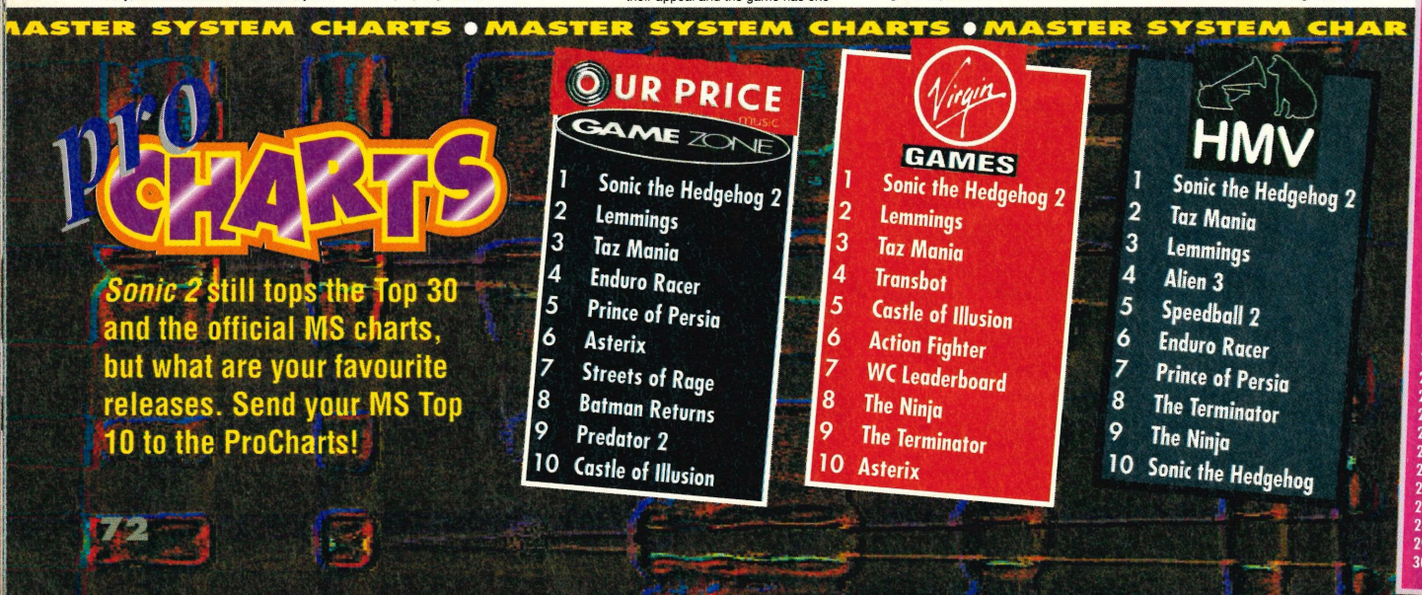
Y'S: THE VANISHED OMENS
SEGA £32.99
An excellent RPG, but doesn't have the playability of the big three – *Ultima, Phantasy Star* and *SpellCaster*. Even so, it's a real puzzler. **84%**

ZAXXON 3-D
SEGA £19.99
Great in the arcades, but not here. The graphics are appalling, the sound irritating and the gameplay unrecognisable. Definitely not to be encouraged. **42%**

ZILLION
SEGA £24.99
The Norsa forces are expanding and you must blow them up. Some great statics and a decent storyline help create an involving atmosphere. **67%**

ZILLION II
SEGA £24.99
Identical to the original, with the evil Baron Ricks up to his old tricks. He's captured your friends and you must help them soon. Gripping stuff. **67%**

That's about it for the MS, this month. Listed above are most of the games that you'll find in the shops, either individually or in special packs. Many shops will be able to offer good deals on older games, so shop around. Good luck!



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pro CHARTS

If you're wondering which game is best for you, then check out the charts below!

The Pros' TOP 20 game gear

1	Sonic The Hedgehog 2
2	Castle Of Illusion
3	The Lucky Dime Caper
4	Prince Of Persia
5	Super Kick Off
6	Spider-man
7	Bart vs The Space Mutants
8	GG Aleste
9	Columns
10	Sonic The Hedgehog
11	The Terminator
12	Rastan Saga
13	Shinobi II
14	Super Off Road Racer
15	Streets Of Rage
16	Popils
17	Alien 3
18	Lemmings
19	Halley Wars
20	Berlin Wall

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1	Lemmings
2	Sonic the Hedgehog 2
3	Alien 3
4	Streets of Rage
5	Taz Mania
6	WC Leaderboard
7	Chuck Rock
8	Batman Returns
9	Shinobi II
10	Castle Of Illusion

Virgin GAMES

1	Lemmings
2	Alien 3
3	Super Off Road
4	Sonic the Hedgehog 2
5	Castle of Illusion
6	Chuck Rock
7	Streets of Rage
8	Taz Mania
9	Super Kick Off
10	Prince of Persia

HMV

1	Sonic the Hedgehog 2
2	Streets Of Rage
3	Lemmings
4	Taz Mania
5	Super Off Road
6	Shinobi II
7	Terminator
8	Prince of Persia
9	Batman Returns
10	Castle of Illusion

THE PROFILE GAME GEAR

AERIAL ASSAULT
SEGA £25.00
Oh dear! A totally useless air-combat game to be avoided at all costs! Graphics offer nothing to the imagination and gameplay is virtually nonexistent. 42%

ALIEN 3
ARENA £27.99
All action platform game with superb graphics and atmospheric tunes. *Alien*^{3} offers these impressive qualities and challenging gameplay to match. Ideal for beginners and experts. 88%

ALIEN SYNDROME
SIMS CO IMPORT
The conversion of a really old arcade has done the Game Gear proud. It's absolutely packed with content and features some of the most inspired guardians you'll ever see. 83%

AX-BATTLER
SEGA IMPORT
One of the stars of *Golden Axe* features in his own game. Be warned, this is a very Japanese-based RPG and nothing like the great *Golden Axe*. It's very unfriendly and poorly executed. 56%

BART VS THE SPACE MUTANTS
FLYING EDGE £29.99
Move over Mario, shift over Sonic, Bart and family are in town. This fine example of an arcade adventure pushes every part of the hand-held to its limits with super graphics, great sound and wicked gameplay. 92%

BATMAN RETURNS
SEGA £24.99
Eighteen stages of repetitively easy Batman games playing. Far too easy for even the beginner and completely disappointing as superb graphics go to waste. 65%

BATTER UP
SEGA £24.99
The control method is extremely quirky and the computer player seemingly unbeatable. Apart from that, it's a fair version of America's (and Japan's) favourite sport. 76%

THE BERLIN WALL
KANEKO IMPORT
Mega-colourful and crammed with cutesy bad guys and *Bubble Bobble* style graphics. Innovative guardians, a plethora of pops and jings and over 25 packed levels. 88%

BUSTER BALL
RIVERHILL IMPORT
Speedball is a game that's not out on GG, but *Buster Ball* goes some way to make up for this. Graphics are of high definition, however, there's very little content making the game quickly boring. 70%

CASTLE OF ILLUSION
SEGA £24.99
Everyone's favourite game is even better on the Game Gear with shrunken graphics that make Mickey look superb. Most of the rooms from other versions are here, making it an essential purchase. 94%

CHASE HQ
TAITO IMPORT
Basically *Out Run* with guns in a typical Miami Vice environment. Music is ultra grim, but the superb graphics and stupedous gameplay are fast and inviting. Pity this lacks content and is far too easy. 74%

THE CHESSMASTER
SEGA £27.99
Probably the best chess game available. Everything is packed into this cart, but it is still designed to appeal to both the novice and expert alike. 83%

CHUCK ROCK
SEGA £25.00
Bright and colourful graphics and platform action at its finest will delight the most scrupulous gamesplayer. Challenging levels throughout and totally addictive. 87%

COLUMNS
SEGA £19.99
Very tough and challenging puzzle game in the style of *Tetris*. Excellent in one-player, but even better with two players linked up. Could become one of the all-time classic Sega games on any machine. 92%

CRYSTAL WARRIORS
SEGA £29.99
Fantasy RPG on the Game Gear at its best. Bright and clear graphics, although a tad small at times, but very impressive overall. 79%

DEVILISH
SEGA £24.99
Far from original, but it displays good graphics and scrolling. With little else to offer, it's a wise bet to avoid it, unless you enjoyed *Break-out* (!) 37%

DRAGON CRYSTAL
SEGA £24.99
A very big game for such a small machine and well worth the attention of all RPG buffs. It's packed with loads of pick-ups and plenty of people to talk to. 80%

FACTORY PANIC
SEGA £24.99
Gorby is trying to distribute the goods from his Russian factories. Loads of elements try to stop you, but make this one tough and enjoyable game. 86%

FANTASY ZONE
SEGA £19.99
Play this game with your sun-glasses on. The small screen and colours make this a real eye strain. But, that's what this shoot-'em-up's about – totally OTT. 86%

FROGGER
SEGA £19.99
Frogger 's attraction is to see your friend get run over on his first couple of goes. After you are familiarised with the timing, it becomes very repetitive and simplistic. 75%

G-LOC
SEGA £24.99
G-LOC moves fast on the Game Gear, but so would any game if it had no graphics to shift around. Everything is far too simple to create any sort of atmosphere. 60%

GALAGA '91
NAMCOT IMPORT
A poor shoot-'em-up. The screen blurs too easily and the whole style of play rapidly repeats itself. By the time you reach level six, you've seen it all before. 63%

GEORGE FOREMAN'S BOXING
ARENA £24.99
This sad boxing sim (also known as *Heavyweight Champ)* becomes incredibly repetitive. The graphics may look good, but there's very bad animation here. 56%

GG ALESTE
COMPILE IMPORT
Halley Wars pails into insignificance against this ultimate blaster. Smooth scrolling, original and awesome guardians and ear-busting SFX make the whole *Aleste* experience one you will never forget. 92%

GRIFFIN
IMPORT
A brightly coloured shoot-'em-up, and a playable one too. Big sprites, statics of foxy young Japanese girls and addictive gameplay make this a great game. 86%

HALLEY WARS
SEGA £24.99
The action is fast and the weapons big, ensuring some excellent blasting action. The five levels are very different and each require special tactics to finish. 88%

HEAVYWEIGHT CHAMP
SEGA IMPORT
This sad boxing sim (also known as *George Foreman Boxing*) becomes incredibly repetitive. The graphics may look good but there's very bad animation here. 56%

INDIANA JONES 3
SEGA £24.99
Exactly the same as the MS in terms of style and layout, but the graphics seem more detailed due to the closer perspective. Sound is atrocious and the game is tough. 78%

JOE MONTANA FOOTBALL
SEGA £24.99
Sega have managed to squeeze in this massive game and add a few extras to boost the fun. Everything from the MS game is here, making it one hot cookie. 85%

KINETIC CONNECTION
SEGA £24.99
Overly difficult puzzle game in which you have to rearrange the pieces of a jigsaw.It's fun for a while, but it ultimately drives you insane. 72%

KLAX
DOMARK £27.99
Klax has been described as "devastatingly addictive." 99 levels of brain-teasing, fast and furious block-building action will keep all GG players on their toes. 85%

LEMMINGS
SEGA £27.99
Take control of the Lemmings and save their skins with various constructive activities. Extra-ordinary graphics and a game which offers a real challenge. 88%

THE LUCKY DIME CAPER
SEGA £24.99
Cartoon capers with this favourite Disney psycho, Donald Duck. The gameplay is instantly compelling and there's even amazing music for each level. 93%

MAPPY
IMPORT
Jump around platforms collecting things. Not exactly original and not exactly good either. The graphics are really unimaginative and there's no playability. 50%

MARBLE MADNESS
DOMARK £24.99
The classic arcade game with a lot of balls. Guide your marble around an increasingly difficult tiered platform maze. Graphically superb. 79%

MONSTER WORLD II
SEGA IMPORT
A marked improvement over the original hit. This direct conversion of the MS game is fun, challenging and it even includes a much-needed password system. 84%

NINJA GAIDEN
SEGA £24.99
Gorgeous graphics and sprite animation combine with a variety of levels. If you find it too tough, dig out the import version – that includes a password system. 84%

OLYMPIC GOLD
US GOLD £27.99
Graphically superb, but failings in all other departments make this average. Control your athlete through numerous events with relative uneventful happenings. 79%

OUT RUN
SEGA £24.99
The classic racer loses nothing in translation to the small screen – except its difficulty. Even so, it's very exhilarating and miles better than *Super Monaco GP*. 77%

OUT RUN EUROPA
SEGA £19.99
The saga lives on, but even with impressive details on the graphics and a few nice tunes, it will fail to impress the majority of games players. 64%

PAC-MAN
SEGA £24.99
What a great little game this is. Everything is just like in the coin-op – even the music brings back memories. Trouble is, after a while it soon wears off and boredom sets in. 66%

PAPERBOY
DOMARK £24.99
Die-hard *Paperboy* addicts will relish the challenge of yet another machine to complete it on. Comparatively good graphics and excellent challenge, but poor sound. 79%

PENGO
SEGA £19.99
This plays just like the old coin-op as you shove blocks of ice around and try to squash or electrocute animals. It may not pass the RSPCA laws, but it sure is a gas.79%

POP BREAKER
IMPORT
Dodgy graphics and frustrating gameplay knock this back a little. Slow shoot-'em-up action that gets a little predictable after a while. 68%

POPILS
DOMARK £24.99
Puzzle fans everywhere should own a copy of *Popils*. Totally cutesy graphics enhanced with reasonably good sound fx. Addictiveness is the key to Domark's first, but definitely not last, venture on the GG. 89%

PRINCE OF PERSIA
DOMARK £27.99
One of the best games available. Little can be found to fault such an excellent piece of software where you guide your hero through a mysterious maze of Turkish Delight. 93%

PSYCHIC WORLD
SEGA £24.99
Blimey, this is a truly awful game. It's one of those that actually makes you cringe as you play. Anyone who has bought this has our pity. 12%

PUTT AND PUTTER
SEGA £25.99
When this zany golf simulator was released, we were pleasantly surprised. Good scrolling effects and a wide range of options make it the best available. 85%

RASTAN SAGA
SEGA £24.99
Under-rated slash-'em-up adventure game that contains loads of locations and a variety of very tough opponents. The backgrounds and sprites are very smooth. A must-buy. 91%

SHINOBI
SEGA £24.99
Works well on the Game Gear, although it's a little short and will soon be completed by anyone who's played any of the series before. Still, it becomes very addictive. 84%

SHINOBI II
SEGA £27.99
Totally addictive gameplay with different routes to explore everywhere. Rescue your fellow ninja and find the Elemental Crystals to enter the final battle. It's addictive, but as with the first, it may be too easy. 90%

SKWEEK
SEGA IMPORT
Also known as *Slider* , it has colourful graphics that are a tad on the small size. All the addictiveness of *Klax* with 30 password levels. 82%

SLIDER
SEGA £24.99
Also known as *Skweek* , it has colourful graphics that are a tad on the small size. All the addictiveness of *Klax* with 30 password levels. 82%

SOLITAIRE POKER
SEGA £24.99
Yawnarama card game has nice sprites, but sound and gameplay soon become annoying. Novelty wears off, even the girl telling you how many levels you've got to go. 70%

SONIC THE HEDGEHOG
SEGA £29.99
Crystal clear, super fast graphics with original zones and guardians based on the MS version. Love him or loathe him, Sonic fits in your pocket in fine style. 91%

SONIC THE HEDGEHOG 2
SEGA £24.99
As with the original, this is better than on the other formats. Excellent scrolling and sprite animation proves Sonic can be improved, but its similarity could prove too much. A fantastic game in its own right. 95%

SPACE HARRIER
SEGA £24.99
The hit conversion has been ripped to shreds by the Sega team. Jerky playability and blocky sub-standard graphics make this a shambolic affair. Oh dear. 71%

SPIDER-MAN
FLYING EDGE £24.99
Forget the Master System, Flying Edge have based this little beauty on the Mega Drive version. It's not only packed with cartoon story statics, but also some enthralling gameplay over five massive stages. 92%

STREETS OF RAGE
SEGA £24.99
Furious beat-'em-up action at its finest. Two-player option included, but only two fighters to choose from. Graphics can prove a tad annoying at times, but the gameplay more than makes up for it. 89%

SUPER GOLF
SIGMA IMPORT
Golfing made simple. Not as realistic as *Leaderboard* but just as much fun. Cartoon graphics, caddies with different personalities and colourful option screens make this a sim for the less serious golfer. 86%

SUPER KICK OFF
SEGA £29.99
The definitive footy game on the GG. Amazing playability makes the MS version blush with shame. Fast gameplay means frantic goal scrambles, but there is some speed blur. Totally excellent! 93%

SUPER MONACO GP
SEGA £19.99
While there's certainly speed, it lacks everything else – especially feel. The graphics are ultra simplistic, sound basic and gameplay very boring. 55%

SUPER MONACO GP II
SEGA £25.99
Nothing more than an average racing simulator. Top quality scrolling really works. Terrible sound effects and laborious backgrounds don't. Lost again, Ayrton. 71%

SUPER OFF ROAD RACER
VIRGIN £24.99
With eight stages of arcade racing madness, it is sure to be a hit. Thoroughly challenging and compelling from the word go. The graphics are as close to the original as possible. Highly recommended to all boy (or girl) racers. 90%

THE PROFILE

AFTER BURNER III
CRS IMPORT
This all-action arcade flight sim isn't very good. Poor graphics and a ridiculous, increasing difficulty level make this nothing more than an average game. Nice music, though. 55%

BLACK HOLE ASSAULT
MICRONET IMPORT
Superb visual sequences to see and background music is a joy to hear. However, this follow-up to *Heavy Nova* has no gratifying features. The tough tournament options do little to upkeep interest. 65%

DENEM ALESTE
COMPILE IMPORT
Constantly repetitive shoot-'em-up which tries to compete with *Sol-Feace*. CD games should be more advanced and while this is fantastic to look at, the gameplay is totally boring. 60%

EARNEST EVANS
WOLFTEAM IMPORT
One of the first releases for the Mega-CD. Spectacular graphics and a good storyline. Numerous soundtracks and constantly challenging stages make this platformer a real pleasure to play. 75%

FUNKY HORROR BAND
SEGA IMPORT
Far from impressive Japanese RPG. This is mainly due to the text being in the above mentioned language. Unfortunately, the graphics and sound which are great, end up being totally wasted. 33%

HEAVY NOVA
MICRONET IMPORT
A fantastic introduction, as with the majority of Mega-CD games, but little else to offer. Two fighting robots in a one-on-one battle with terrible gameplay. Hardly original and just about bearable. 54%

PRINCE OF PERSIA
JVC IMPORT
Totally engrossing, but possibly too challenging. The well-known platform adventure at its toughest. The main character is well animated, but a poor choice of colours make the graphics average. 65%

ROAD BLASTER FX
WOLFTEAM IMPORT
Unbelievably fast driving action. Superb graphics look like they've come straight out of a cartoon. However, the gameplay is repetitive and it should only be bought as a demo. 81%

SOL FEACE
WOLFTEAM IMPORT
The original blast-'em on the Mega-CD, and a great one at that. Graphics and sound are fantastic with spot-on guardians and wild sound effects. Shoot-'em-up fans should check it out! 74%

SUPER LEAGUE CD
SEGA IMPORT
What a dire piece of plastic. *Super League CD* offers very little gameplay and nothing in the way of a challenge. Graphics are very disappointing and the lack of detail is unbelievable. 49%

TIME GAL
WOLFTEAM IMPORT
Fantastic cartoon quality graphics throughout and some of the best music so far. This is made even more impressive as it is in Japanese. With the difficulty level ideally set, check it out soon! 80%

THUNDER STORM FX
WOLFTEAM IMPORT
Wolfteam's conversion of the original arcade hit, *Cobra Command*. Guide your souped-up gunship around a hostile battle zone. Watch out for those mountains! Seriously wicked. 84%

WONDER DOG
SEGA IMPORT
Although this is a superb and colourful game, apart from the long cartoon intro and digitised sound effects, there is nothing that justifies its appearance on CD. 82%

Wow, check out the Mega-CD reviews in this issue or see them here next month!

MEGA CD ▲ MEGA CD ▲ MEGA

SUPER SMASH TV
FLYING EDGE **£24.99**
Remember the arcade game? Forget this then. Dire sprite animation and repetitively poor graphics totally ruin a good license. Just don't bother. 58%

TAZ-MANIA
SEGA **£24.99**
A fantastic platform game with tremendous variety in graphics and sound. There's a tough challenge set in the opening levels, but it's well worth persevering. 84%

THE TERMINATOR
VIRGIN **£27.99**
One of the finest platform blasters ever to arrive. Superb sprite animation and totally challenging missions. A few gameplay quirks may prove annoying, but everything else is tops. 91%

VIKING CHILD (THE)
GAMETEK **£19.99**
Cuteness at its best. A platform adventure which offers a large amount of gameplay. Eight stages of immense fun coupled by totally creative backgrounds. 84%

WAGON LAND
NAMCOT **IMPORT**
Cute Japanese graphics with rather impressive additional features. Nothing more so than the weapon your user friendly frog fires. 66%

WIMBLEDON
SEGA **£29.99**
Struggling to see the ball is not the only problem with this version. The sprites aren't too impressive either. Alongside this, the difficulty is far too challenging. 48%

WONDER BOY
SEGA **£19.99**
This little foray adds fun to the normal arcade adventure. The great graphic and sonic effects combined with deep gameplay, make this a very addictive game. 84%

WONDER BOY: DRAGON'S TRAP
SEGA **£19.99**
Far from a wonderful episode in the series. A predictable scenario appears, including a cute main character and an in-depth arcade adventure. Okay in its own right, but unoriginal. 75%

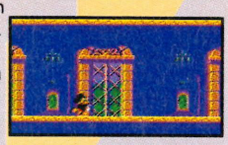
WOODY POP
SEGA **£19.99**
Break-Out games are two-a-penny nowadays. While this one doesn't take them to the Twilight Zone, it does add loads of neat graphics and smart gameplay features. 87%

WORLD CLASS LEADERBOARD
SEGA **£24.99**
Everything a golfer could want: clubs, courses and some crackly speech! Gameplay is limited and sometimes very slow, but two-player mode is appealing. 80%

The biggest ever game catalogue will return next month, packed with more info than ever before.

CASTLE OF ILLUSION

MASTER SYSTEM ● SECRET WALL



To finish the library level, walk down the ladder and press the D-pad left. This will take you right through the wall. Keep going left until you reach the treasure chests and then go back to the wall. Then press button 2 and right to go back through the wall. Walk down the ladder and you'll find that you're at the doors, having skipped the big book and finished the level! **Daniel Shiel, Australia** – proving that they aren't all useless!

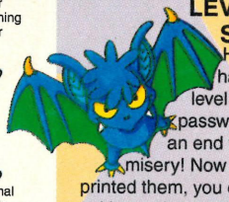
THE TERMINATOR

MASTER SYSTEM ● LEVEL SELECT

Go to the main TERMINATOR screen, hold down button 2 and press button 1. The screen will turn black. Follow up by pressing left, left, up, up, right, right, down, down. Two 0s should appear on the screen and a level can now be selected by pressing left or right with the D-pad. If you have a Game Gear, then carrying out exactly the same cheat will give you a level select too!

WONDER BOY III

MASTER SYSTEM ● LEVEL SELECT



Here we have all the level passwords to put an end to your misery! Now we've printed them, you can stop writing us letters every week requesting them!

TRAP PASSWORDS

1WZ4 JHO 289Y 5BX	(Lizard man)
2CKF 3L4 894Z A5F	(Mouse man)
YF3U 5DW CR1A ED7	(Mouse man)
LIZ4 C14 ER2N 4E4	(Mouse man)
YF3V 5CO CRVF NC9	(Mouse man)
2CKF 7PL 8T4J 27A	(Mouse man)

ANIMAL MAN CODES

NFKU 1EO 403P X88	(Lizard man)
2CKF 3M) 8GEU U7J	(Mouse man)
2CKF KKO 8RGP V9J	(Piranha man)
84FD 5M4 B9PB 86N	(Lion man)
ZP3K N4L DA1F TV7	(Hawk man)

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0891 318 402 .....WORLD OF ILLUSION (MICKEY MOUSE)
0891 318 403.....DESERT STRIKE/THE TERMINATOR
0891 318 404.....STREETS OF RAGE 2 & 1 CHEATS & HINTS
0891 318 405 .....SONIC 2 & 1 CHEATS & HINTS
0891 318 406 .....QUACKSHOT FULL SOLUTION & CHEATS
0891 318 407 .....NEW RELEASE/CHEATS (ECCO,GALAHAD ETC)
0891 318 408.....M/DRIVE CHEATS (SMASH T.V. LEMMINGS ETC)
0891 318 409 ..... MASTER SYSTEM CHEATS (FULL COMPILATION)
0891 318 410 .....SUPER NES CHEATS (FULL COMPILATION)
0891 318 411 .....AMIGA CHEATS & POKES
0891 318 412 .....GAMEBOY (HAND HELD) CHEATS HINTS & TIPS
0891 318 413 ..SUPER NES (IMPORT) OLD & NEW CHEATS HINTS TIPS
0891 318 414 .....GAME GEAR (HAND HELD) CHEATS HINTS & TIPS

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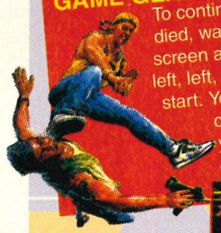
STREETS OF RAGE

GAME GEAR ● CONTINUES

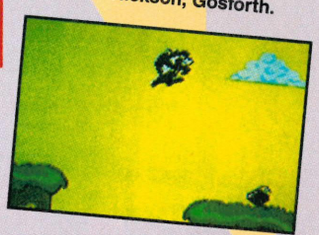


To continue from where you died, wait until the game over screen appears. Then press left, left, B, B, B, C, C, C, and start. You will be able to continue from where you finished. **Antony James, Surrey.**

TAZ-MANIA

GAME GEAR ● INFINITE ENERGY

When you reach the Iceman's cavern, you can spin as much as you like it won't waste your energy! This means defeating the Ice man should be no trouble at all to defeat now! When you start to approach the Iceman, spin jump next to the icicle and he should turn black and white. If you repeat this roughly three times, he'll be history! **Jonathon Nickson, Gosforth.**



WONDER DOG

MEGA-CD ● SECRET LEVEL ● EXTRA LIFE ● BONUS POINTS

The first secret level is on Bunnyhop Meadow Level Two. Look for the tree with a grey area underneath it, then wait for the grey area to move. When it moves, tunnel down and you will find an underground level. The second secret area can be found on Loony Moon Level Two. Go to the bit where the passage has been blocked by bricks and then shoot these out of the way. Slide underneath the platform, and wait until the other bricks fall down. Then, fall down the left-hand side and you will end up in the moon mines. Make sure you have all the bones before entering secret levels, as once you go in, you can't come back!

For a 50,000 bonus and an extra life, complete each section with all 100 bones. This may sound easy, but it's hard as some of the bones are hidden.

Finally, if you ring all of the bells on the circus level, you'll receive an even larger score, an extra life and a kiss from the girl at the end (aahh). **John Chidlow, Stoke-on-Trent.**

GAME GENIE CODES

Yet another game-busting device! Yes, using these codes with your Game Genie will allow you to do things to your games that you only dreamt about before! You can't use this device to find your own codes (unlike the Pro Action Replay), but there is a code hotline.

ALIEN 3
A2EA-AA8R
Infinite lives
AJFT-AA66
Never lose radar
AMDA-CA4J
Long falls do not reduce energy
AJNA-EA3R
Infinite ammo for machine gun
AJMA-EA7C
Infinite fuel for flame-thrower
AACT-CA6J
Game Clock frozen (no time limit)

DRAGON'S FURY
NTCT-BA3W
Start with 100 balls
REOA-A6WR
Infinite balls
NNCT-AAEN
Start with 9,900 bonus points
BECT-AAE0
Start with bonus multiplier at 9
AVPA AA8Y
Bonus multiplier never resets when bonus collected

GREENDOG
ATNT-AA4E
Infinite lives
BEPA-AADE
Start with ten lives
ABYA-CAAN
Spikes don't hurt
GACA-CAC4
Cola completely restores energy
AD8A-AACL
Fish don't hurt
CYNA-BE5Y
Start on the final skateboard level
B2NA-BE5Y
Start on Jamaica level
A6NA-BE5Y
Start on Mustique level

THE TERMINATOR
AW9T-8A78
Infinite time bombs once one is collected
EC2A-8AH2
Energy capsules worth twice as much.

TOKI: GOING APE-SPIT
ATWT-CA88
Infinite lives
BC3T-AA4T
Infinite credits
AATT-CA44
Infinite time to complete each round
E11A-CCD6
Extra life for every bit of food
CCVT-AA90
Never lose shoes due to time, but can still lose them on dying or advancing to next level.

ACTION REPLAY PRO CODES

The Action Replay enables you to bust open games that you're finding hard to complete! By using the codes below, you can gain infinite energy, lives, level selects - the list is endless! If that's not enough, don't forget you can easily discover your own codes using this ingenious device.

DEATH DUEL
FF268D0040
Infinite left side shots
FF26AF0040
Infinite centre shots
FF26D10040
Infinite right side shots
FF1F4F00XX
Level select (XX is 0-10)
FFFF2F0099
Infinite time
FFFF290005
Infinite tries

CRUE BALL
FF8432XXXX
Score X10,000 (0-9999) Replace X's with desired score
FF8439000X
Volume select (0-9) (level nine is a hidden level) Replace X with desired volume
FF843D0001
Infinite balls
FFB49100FF
Top gate dropped
FFB50C0001
No wall guards

ECCO
FFB6350038
Infinite energy
FFB6360003
Infinite air supply

LHX ATTACK CHOPPER
FFF1BD00D0
Infinite chain guns
FFF1BF0004
Infinite sidewinders
FFF1C10008
Infinite hellfires
FFF92A004A
Unlimited fuel
FFFBF400XX
Mission number (XX ranges 0-21)

LOTUS TURBO CHALLENGE
FF41A5000X
Level select (1-5) replace X with desired level number
FF4340XXXX
Speed of opponent cars Replace X with desired speed
FF439AXXXX
Acceleration factor – instant acceleration 4AF4.
Acceleration for Lotus Elan 6CF6
FF7CB50063
Unlimited time for player 1
FF7D7F0063
Unlimited time for player 2

ROAD RASH II
FFF4CF000X
FFF4D1000X
Level select for player A
FFF4D3000X
Level select for player B
FFF583000X
Bike for player A (0-F where F is "Wild Thing" bike)
FFF505000X
Bike for player B (0-F where F is "Wild Thing bike)
FF05BF000X
Number of nitros (0-8)
FF0A7B0001
Bike can reach maximum possible speed – player A
FF0EFB0001
Bike can reach maximum possible speed – player B

SIDE POCKET
FFC09400XX
Balls in stock (XX ranges 0-10)
FFC0A200XX
Total score. Substitute X for desired score

SLAUGHTER SPORT
FF28950068
Unlimited health for player 1

SMASH TV
FFA37B0007
Infinite lives

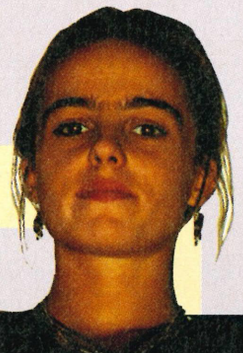
SUPER WRESTLEMANIA
In order to start this game you must have the Action Replay switch in the middle and switch it on after starting play.
FFB8FA0120
Unlimited energy for the first wrestler for player 1
FFB8FE0120
Unlimited energy for the first player for player 2

TERMINATOR 2
FF801900XX
Unlimited rocket launcher player A
FF806900XX
Unlimited rocket launcher player B (XX represents number of rockets)
FF80CA0004
Unlimited continues for both players

TOKI
FF1B8AXXYY
Level select for either player. (XX-stage (0-8) YY-round (0-3)

WORLD OF ILLUSION
FFA0380008
Unlimited health for player 1
FFA0B80008
Unlimited health for player 2
FFFD530008
Infinite lives
FFFFDB000X
Level select (1-5)

pro TIPS HELP!



HELP! INDEX

ProHelp helps you with the trickiest and most taxing of game problems – not to mention the downright sad ones too! If you have a problem with old and new games, we can help! It doesn't matter how measly you may think it is, we're here to get you past the bit that's had you tearing your hair out.

Send your problems to:

Aunty Sam,
ProHelp,
SegaPro,
Durham, House,
124 Old Christchurch Road,
Bournemouth, BH1 1NF.

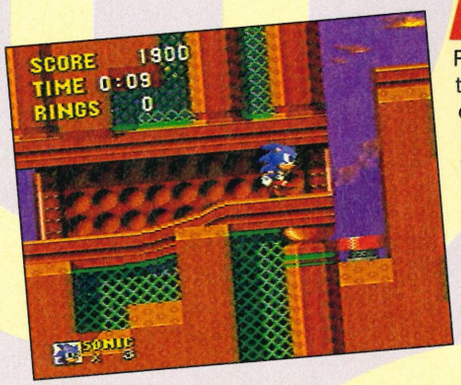
Don't forget that we can't give full game solutions over the phone, so this is an ideal opportunity to get your problems solved!

Mega Drive
Chuck Rock
Sonic The Hedgehog
Sonic The Hedgehog 2
World Of Illusion
Ecco
Rolo To The Rescue
Krusty's Super Fun House

Master System
Sonic the Hedgehog 2
Y's The Vanished Omens

Q I am having trouble and strife in level three! I can't get past it. Please can you help me? I'm looking for any invincibility cheats, level selects or special techniques that I don't know about. Please help!
R Johnson, Oxford

A No sooner said than done! There aren't any known invincibility cheats, but there is a level select. This cheat must be entered when the band is playing at the beginning of the game. Use the control buttons to spell out ABRACADABRA – use right and down on the D-pad for the letters R and D. If entered properly, Chuck will grin at you. When you want to instigate the cheat, press pause and use left, right, up and down to move to different levels.



Q I found your *Sonic 2* guide very helpful, but I still cannot destroy the giant Robotnik. Could you please solve this problem for me and outline the sequence of moves essential for success.
Philip Crowe, Newcastle

A This is quite easy when you know how: Only hit Robotnik from underneath as hitting him elsewhere will cause you to lose all your rings. Let Robotnik target you and when it is fixed on you, spin off to the left or right and you will be free to attack him.

Q Please help me! I can't get past Act Three on the Spring Yard Zone. I've tried everything and now I'm turning to you! Please, please answer my problem.
Mark Ward, Co. Durham

A Getting past this boss takes quick moves and concentration! Watch where Robotnik throws the balls and then jump onto the opposite side of the see-saw to catapult the ball into the air. Shuffle over to the side that the ball was on – the balls will always land on the opposite side. When it lands, it sends Sonic into the air, allowing him to get a few hits at Robotnik. Repeating this process six to eight times will ensure your success!

Q I still can't find the last three Chaos Emeralds. I know that they exist, because I've seen a picture of them. Please, please tell me where they are, or I may go out and buy a N%$ten*@!
Allan Lamb, Halifax

A We have had so many letters about this! It seems that although the game may be easy, finding the Chaos Emeralds is almost impossible! However, we have the solution! All Chaos Emeralds can be found on Act Two of each level.

Underground Zone: Stay high and don't even bother looking for anything else on this level. If you keep heading right whilst staying at the top, you'll find the Chaos Emerald at the top right-hand corner of the screen.

Sky High Zone: Again, keep running and jumping. Some clouds can be bounced off, so when you arrive at the farthest right, find the bouncy cloud. Keep bouncing until you reach as high as you can go and the Chaos Emerald should be in the top right-hand corner.

Aqua Lake Zone: Head right and fall through the first hole. Go through the speed tube and press down constantly. When you emerge from this, run left and you will find an invincible television. Collect this then run across the spikes to find a bubble. Go up and left to find another bubble. Use this to go up and left to find a speed tube. In the speed tube, press left and left again to find the Chaos Emerald.

Green Hill Zone: Head right using the springs to find the platform with two springs on it. Jump off the spring on the right and you will land on a similar platform. Repeat the process then go right to find the Chaos Emerald.

Gimmick Mountain Zone: This is probably the most tricky Emerald to find. You'll see many conveyor belts and a long ascending slope. Get to the top of the slope and jump left – through the wall. Keep going until you find the spinning wheels. Go to the right of these to find the Chaos Emerald!

Scrambled Egg Zone: If you don't already have the five Chaos Emeralds, your game will end before reaching this zone. To get the final Emerald, you must defeat the metal Sonic. Then that's it! Game over!

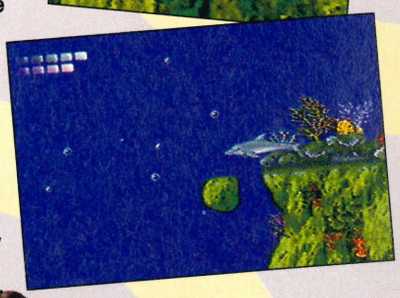
Q I can get to the cloud level, but I keep falling off and dying. Is there a special way of doing this, as I keep having arguments with my friend over it. He says that I keep jumping on the wrong clouds, but I can't find the right ones to jump on. Please help me.
Carl Smith, London

A The only clouds that won't disintegrate are the ones with faces on and the ones that don't sparkle. It sounds as if you're taking the wrong route to get through this level. Clouds will only disintegrate after a delay, so you should be able to jump on them for a short while. Keep jumping on safe clouds until you reach two clouds with faces on them, directly above one another. Jump on the nearest one (the lower one) and then jump across onto an unsafe cloud. The higher cloud will now be accessible by doubling back on yourself and jumping up. There will now be a whole row of clouds that you can jump on. Finish off the level by jumping on the two pianos!

Q I have progressed quite far, but every time I go into the poison room I become stuck. I don't know what to do or what is supposed to happen in there. Please tell me what I should be doing.
Wayne Eastwood, Clapham

A We printed the solution to this part of the game, but this doesn't seem to have stopped readers writing in for help! So here we go, one last time... When entering the room, run to the door on the right and talk to the man. Read the message he gives you and when your life meter is fully charged, go to the door on the left. Return to the tenth floor and climb the stairs on the right. When you reach the ledge, use the hammer and break the pillars to make the poison room harmless.

Q I'm finding this game very, very hard. Near the beginning there is a passageway that is blocked by stones. I know that once you've moved them out of the way, you have to face the octopus. I want to know how to do it? I've tried everything, but I still can't make the wall move. Can you help me?
S Burrows, Chiswick



A If you swim around the area above the wall, you'll see a shell that can be picked up. Get Ecco to pick it up and then use it to bash the stones out of the way. This will take a few tries, but is easy once you've grasped the hang of it.

As for the octopus, make sure you swim past it very slowly. Otherwise it will notice your presence and kill you

Q I'm beginning to become fed up with this game. The puzzles are just too fiddly and I lose interest after a while. I heard that you printed the level codes to this game in an issue of SegaPro, but I can't find it anywhere. Please help.
Paul Weatherall, St. Helens

A There is a code for Krusty's that will open all the level doors. Enter SMAILLIW on the password screen and Krusty will be able to go into any of the doors on the level select screen. If you have an Action Replay cartridge, then you could also get codes from there.

LEVEL GUIDE

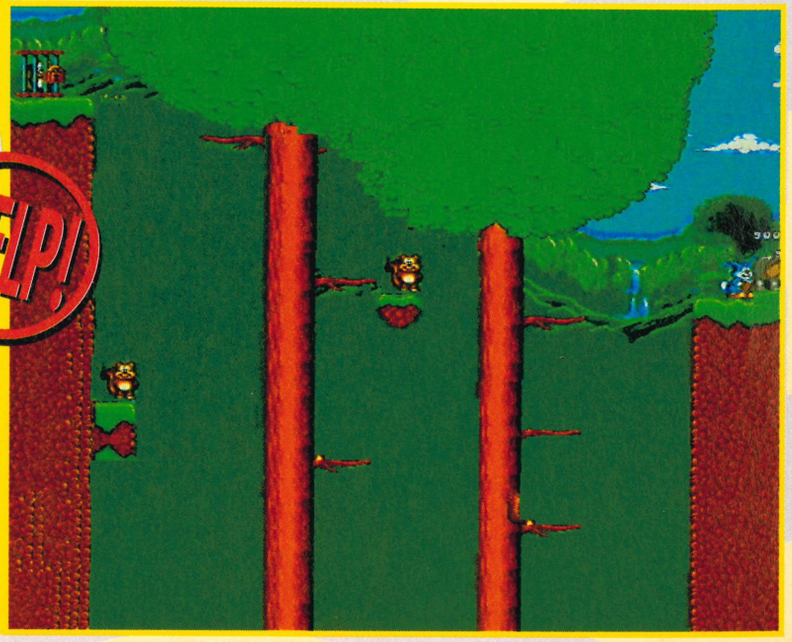
Q On the first section of the map, I keep getting stuck on the level where Rolo has to climb many trees. The only animal I can find to help me is a squirrel, but even when I release it, I'm not permitted to finish the level. Is there a cheat for this game and can you tell me how to get past this level?
Faye Robinson, Stratford

HELP!

A To pass through this level, you must first obtain the level key. To do this you have to enter the secret room that is found on the first ledge to the right of the screen.

Jump on the ringmaster and he will give you the level key. Then release the squirrel and begin climbing the trees. When Rolo can't climb any higher, use the squirrel to scale the wall. When he gets to the top, there will be two caged rabbits; one on either side. Jump onto the small platform in the middle of each side and it will begin to descend towards Rolo.

Make Rolo jump onto the platform and wait until he reaches the top. You will then be able to release both rabbits. Finally, jump down to the beginning of the level and use the rabbit to get into the second secret room that is on top of the first ledge to the left of the area. The rabbit can collect the piece of jigsaw puzzle. The level exit will flash and you will be allowed to continue.



MEGA DRIVE

STREETS OF RAGE 2

It is exactly one year ago that Axel, Blaze and Adam expelled the evil and corrupt Mr X from their city. Since then, Adam has re-joined the police force and his two friends, Axel and Blaze, have moved out of the city to live a quiet life.

To celebrate their victory, the three of them arrange to meet at a bar in town to have a few drinks. Adam never turns up for their reunion so Axel and Blaze go to his house to find him. When they arrive, Adam's younger brother Skate is standing beside a pile of rubble that was once their house.

"Look at what a certain person left for us to see," said Skate, holding up a Polaroid photo.

It showed Adam chained to a wall and standing next to him was a figure from the past. The figure of Mr X! Pausing only to grab an extra man in the shape of Max, the four of them set off once again to free the city of Mr X's gang and rescue their friend.

MAX

BEHIND + B

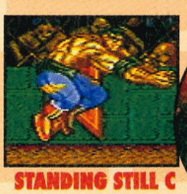
FORWARDS + B

STANDING STILL B

Around 260 pounds of muscle with ten ounces of brain, make up this power-house of a man. This guy likes to smash people into the ground just to watch the pretty pattern their brains make when they explode on the concrete! Kitted out in blue tights, red boots and a cod-piece, this guy could make even the most hardened fashion designer chuck their sketch pad! The brute of the bunch.

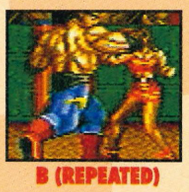
Favourite pastimes: flower arranging, painting, classical music and killing everyone.

FORWARDS + C


STANDING STILL C

FORWARDS + C

C + DOWN


B (REPEATED)

B + C

SKATE

BEHIND + B

BACKWARDS + B

STANDING STILL B

Skate is the younger brother of Adam. He's a Rollerblade whiz and puts his skills to good use when it comes to bashing punks into the middle of next week.

His special moves include a somersault spinning attack and a *SFII* Yoga Spear derivative. He's tagged along with the other vigilanties to rescue his brother, but he'd rather be at home watching cartoons.

Favourite pastimes: roller skating, listening to rap music and hurting people.

FORWARDS + B

STANDING STILL C

FORWARDS + C

C + DOWN

B (REPEATED)

B + C

BLAZE

BEHIND, BACK + B

FORWARDS + B

STANDING STILL B

Blaze is 5' 10" of lean, mean and beautiful killing machine. Not only does she have great kicks and punches, her fireball special move is so effective at close range that it can mow down practically anyone in the game! She also doesn't wear too much and this is obviously a clever strategy to distract her opponents! She's not too keen on Axel because deep down, he's a show-off!
Favourite pastimes: parties, long walks on the beach, fine wine and killing people.

BACKWARDS + B

STANDING STILL C

FORWARDS + C

C + DOWN

B (REPEATED)

B + C

AXEL

BEHIND, BACK + B

BACKWARDS + B

STANDING STILL B

This is the sort of man who could look menacing in a panto costume! He's got a very powerful punch on him, but can't jump quite as high as Blaze. His two special moves are reminiscent of *SF–II;* a hundred hand punch followed by a dragon punch and a fireball uppercut. He's a bit of a smooth dude and is clearly after Blaze, however she just wants to be friends (but he's not going to give up on her).
Favourite pastimes: going to the movies, night-clubs, meeting girls and killing even more people.

FORWARDS + B

C + DOWN

FORWARDS + C

STANDING STILL C

B (REPEATED)

B + C

SPECIAL MOVES

Good aren't they? They look great, do a heck of a lot of damage to anyone who may be in the way, but there's one small snag with them: they use up your energy every time you use one. This presents us with a little problem: when do you use the bleedin' things? The best advice is to use them as long as you can afford to waste the energy. If you are getting a bit low on the ol' life juice then leave them till you reach the next level-guardian or you'll arrive there with hardly any energy at all. The guardian will then proceed to smack the living daylights out of you within a few seconds and you'll have lost a life for nothing.

MAX SKATE

STANDING STILL A

FORWARDS + A

FORWARDS + B

He may look like a kid on rollerskates, but this guy packs quite a hefty wallop when he uses his breakdance backspin. Trap your opponent against a wall and spin every time he gets up for an easy KO.
The yoga spear is the only special move in the game that is effective on the flying level-guardians. A quick press of the D-pad in the required direction together with the A button will launch him up into the air and drill his way into flesh and bone!

MAX

STANDING STILL A

FORWARDS + A

FORWARDS + B

Max may be built like a brick privy, but the muscular chap is a little on the slow side. To make up for this, he has two pain-inducing moves that would strike fear into the heart of anyone. His spinning axe-handle punch will knock down anyone stupid enough to be next to him and his speed-dash is especially effective when your target is next to a wall. Not only will he get pummelled by the dash, the wall won't do him any favours either!

Leave the dash for level-guardians and only use the axe-handle if you get into a tight squeeze.

AXEL

STANDING STILL A

FORWARDS + A

FORWARDS + B

Axel has a flaming punch that comes in handy if you have loads of guys hitting you from all sides and you need to knock them all down with one move. He also has a multiple punch which concludes with a dragon punch uppercut. If you can set this going on a level-guardian for the full duration of the combination, then it's sure to take at least 75% off its energy bar.

BLAZE

STANDING STILL A

FORWARDS + A

FORWARDS + B

Blaze can throw a fireball that can knock down most characters in the game with a single hit. It doesn't use up too much energy, but it does have one big disadvantage. To use it, you must be extremely close to your foe and run the risk of getting a fist in the face (these guys don't know how to treat a lady!). If awesome punches hit you while you're throwing the fireball, it won't be completed and you'll *still* lose the energy!

Best thing to do is to leave it until you *really* need it. Level-guardians tend to have a fixed pattern, so you can predict where they're going to show up and chuck a fireball straight into the dude's path!

STREETS OF RAGE 2

The first stage is a piece of cake as long as you don't move on until you've killed everyone that attacks you. If you just keep on going, you'll find yourself heavily outnumbered and in for a good kicking!

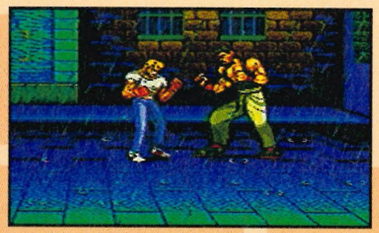
STAGE 1 – DOWNTOWN

Starting your search for Adam on the streets, you'll encounter all shapes and sizes of punk here. After a lot of fighting, you track them down to a seedy bar in a dark and very smelly back alley.

Behind the bar is a guy called Barbon. He looks more like a bouncer than a bartender and he's not at all happy about you trashing his bar and using his customers as moving punch-bags!

LEVEL GUARDIAN

After the fight in the bar, Barbon will move outside into the rain. Edge slowly forward when you appear at the door and take out the guy who comes to greet you. Edge slowly forward again and take the next out as quickly as possible. This will leave you with just Barbon and a punk called Donovan. Smash Donovan into the middle of next week with a few kicks and then turn your attention to Barbon.



A few combinations will take off enough energy for a special move to finish him off. If you get too close without attacking, he'll use his spinning roundhouse with devastating effect.

STAGE 2 – BRIDGE UNDER CONSTRUCTION

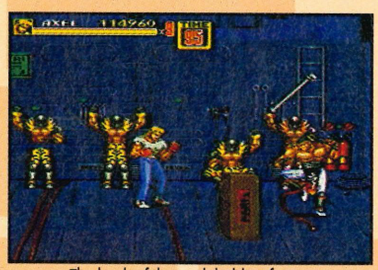
It never rains, it only pours! Not only do you have to contend with knife-wielding lunatics on this bridge, the biker section of Mr X's gang has come out in force! These guys zoom around the screen and throw bombs towards you.

When these slime-balls see that you are winning, they jump into the back of a supply truck. Not wanting to be left out of the festivities, you jump in the back to find yourself surrounded by a platoon of bikers!

At the far end of the bridge, an airborne attacker with a serious attitude problem is waiting to introduce you to the finer pleasures of free-fall parachuting – without a parachute!

Knocking the bikers off their noisy machines requires a lot of timing. Stand still and when you think you're about to be run over, jump up and execute a vertical jump kick. This will quickly remind them of their highway code.

Ta dah! For my next trick, I shall attempt to stay conscious while Axel hits me on the head with a steel pipe!



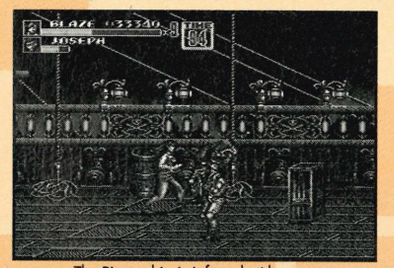
The back of the truck holds a few nasty surprises. The punks lining the walls won't move until you kill the big guy.

LEVEL GUARDIAN

Wait for Mr Rocket-Pack to fly low and straight at you and then execute your standing special move (dragon-flame punch for Axel, flip kick for Blaze, axe-handle for Max and break-dance spin for Skate) and with a bit of luck and some good timing, you'll hit him square on the jaw! A few more of these will put his flames out for good.

STAGE 3 – AMUSEMENT PARK

It's time to let the local slime know that the fun and games are over as you stroll amongst the video games. Taking out the video games may not be very ethical as far as civil rights go, but the cabinets contain some hidden goodies.



The Pirate ship is infested with new-age ninjas who carry very sharp swords. If you can get to one, pick it up!

"Knives were never my favourite weapon," says Axel as he flies through the air with the grace of a sack of coal.

After you've sampled the delights of the arcade, it's time for a trek into the Pirates attraction where the pirates have been replaced by Mr X's katana-wielding ninja assassins! After that brief encounter, a few punks run into the Alien House and you, of course, follow them...

LEVEL GUARDIAN

Kill the alien with a few swipes of the katana sword or flying kicks. Don't let it come anywhere near you because one hit can do quite a bit of damage.

After you've killed it, walk right and another guardian will appear in front of two blue eggs. Smash the eggs just as the guardian is appearing. They'll explode and take off a big chunk of his energy if you time it right.

Erm. Wouldn't that sword work a lot better if you turned around and faced the guardian about to kill you?

Wait until he slides towards you and surprise him with a flying kick. Follow up with a punch/special move combination. He shouldn't have enough time to recover and launch another attack against you.

STAGE 4 – STADIUM

Baseball may be America's national pastime, but one of the stadiums is also home for a large number of punks! On the field you meet Big Ben, a massive, overweight baseball freak who looks like he's eaten far too many hot dogs and ice creams!

Hang on a minute, please. I think I've dropped a contact lens around here somehere! Watch where you tread!

Defeat this lard-ball and the centre of the pitch turns into a massive hidden lift that takes you to an underground arena and the final battle where the audience screams for your blood!

LEVEL GUARDIAN

Big Ben shouldn't pose too much of a problem – just watch out for his chilli-fired breath! Wait for him to pass you and then slam him to the floor from behind. A special move combo should finish him off in no time.

Anyone got any marshmallows? If you get frazzled, turn around and smack the fat dude as he runs away.

The lift isn't difficult if you keep throwing your foes towards the edge. Walk up to them and then punch them against the wall, thus giving them no chance of recovering enough composure to hit you back.

Abadode is a different kettle of fish. If you use any prolonged combination (such as Axel's dragon punch combo) he'll burst out of it and send you flying across the arena. Stick with flying kicks and throws. It may take a lot longer to finish him off, but you'll be safe from reprisals.

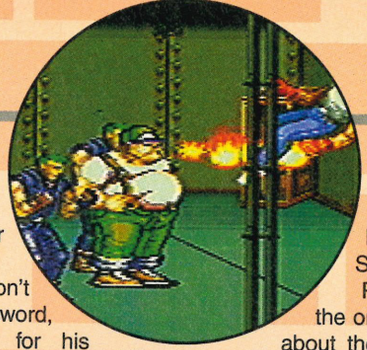
STAGE 5 – THE SHIP

Deep in the cargo holds, a wealth of hidden booty is waiting to be found. There's only one problem, though. The punks have got there first! This is the first place that you will encounter Raven, a vicious kick-boxer with a taste for pain. The rest of the ship has been taken over by Mr X's henchmen and they'll stop at nothing to send you to your grave. Bombs and grenades litter the floor as you fight your way through to the stern of the ship where a rather large surprise is waiting for you!

Fire isn't the heathiest element to get full in the face, but it could be worse. He could sit on you first!

LEVEL GUARDIAN

R Bear is his name and boxing is his game! This guy will knock you into the middle of next year if you don't get him first! If you've picked up the sword from earlier on in the level, he won't give you too many problems – just slice him up if he comes anywhere near you.



If you don't have the sword, watch out for his jump attack; he'll try to sit on you! If he grabs hold of you – to use his head-butt – immediately press the A button to execute your standing special move and this should break you free.

R Bear has a nasty habit of staying on his feet, even after you've given him the beating of his life!

STAGE 6 – JUNGLE

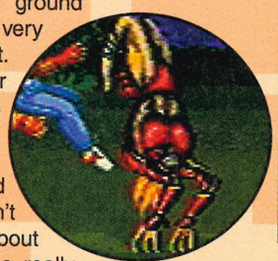
News of Raven's demise has travelled fast and all of his buddies are lining up to avenge their friend. Kick-boxing may not be the most graceful of the fighting arts but it still hits the spot!

Most of the bikers can be avoided, but if you have to kill one, jump at them just before you are run over.

The sandbags littered around the landscape hold little in the way of extra items so grab them while you can because you're going to need all of the stamina you can get.

LEVEL GUARDIAN

Two guardians await your attention at the end of this stage. Stealth is airborne and attacks with diving kicks, flying punches and, if you're unlucky, he'll pick you up and then drop you onto the ground from a very great height.



Souther just slices you up with his wrist-mounted blades. Don't worry about Stealth – he really isn't worth bothering about. Instead, focus all of your attacks on Souther because when you kill him, Stealth dies too!

Plenty of special moves are the order of the day. Don't bother about the energy wastage – if you don't kill Souther quickly then you're going to die anyway!

STAGE 7 – MUNITIONS FACTORY

You're getting very close to Mr X now. So close, in fact, that he's sent most of his remaining bodyguards to stop you once and for all. Fighting on moving conveyor belts requires balance, dexterity and a fair amount of luck. I hope you're up to it because most of the floor on this level is moving one way or another!

After you've cleared out the factory floor, jump onto the cargo lift up to the roof where Mr X has left you two very solid-looking foes to play with!

LEVEL GUARDIAN

These guys aren't human! They're lethal robots with built-in laser weapons and a swinging morning star! Even though they must weigh a ton, you can still throw them about This will knock off some of their energy before you finish them off with a few flying kicks and special moves. Axel's dragon punch combo works best on these over-sized Metal Mickeys and will turn them into scrap within a few minutes.

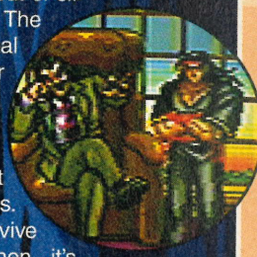
If you retreat across the screen and stay level with one of the robots, it will kneel down and fire its eye-mounted laser at you. If it hits you, your energy will have a rather large chunk taken from it! Stay close to them and only retreat if they start using their morning stars.

If you concentrate your efforts on Souther, Stealth will die in sympathy, when he bites the dust.

TIME FOR Mr X

STAGE 8 – SYNDICATE STRONGHOLD

You've battled against the odds, fought many strong foes and lived to tell the tale. Now it's time to search the stronghold for Mr X and put him permanently out of circulation. The lobby is a real test of your fighting skills and is densely populated with past level-guardians.



If you survive the lobby, then it's time to take the lift up to Mr X's suite and destroy him once and for all.

LEVEL GUARDIAN

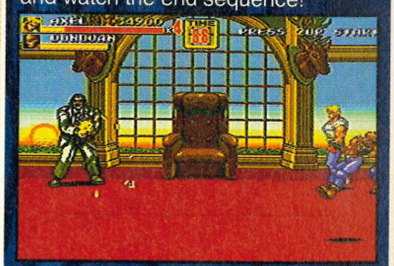
Before you can tackle Mr X, you must kill his right-hand man. This guy has a very impressive set of moves which will kill you very quickly if you don't get him first.

Start with a flying kick and then follow up with a punch combination and a special move. Once you've done this, get out of the way and let him ponce around with his somersault kicks. Just repeat the process to kill him..

Mr X doesn't rely on his fighting skills to defeat you. Instead, he's armed with an old fashioned Tommy Gun which he fires all over the screen. It doesn't do much damage but makes close combat a real problem.

When you get near to him, watch out as he'll try to stick the butt of the gun in your face! If he misses, follow up with a special move and then get out of the way of the bullets! Repeat the special moves until he's really worn down and finish him off with a punch combo.

All that's left to do now is sit back and watch the end sequence!



There goes Mr X! A swift standing flame-punch and Mr X meets his maker...yet again!

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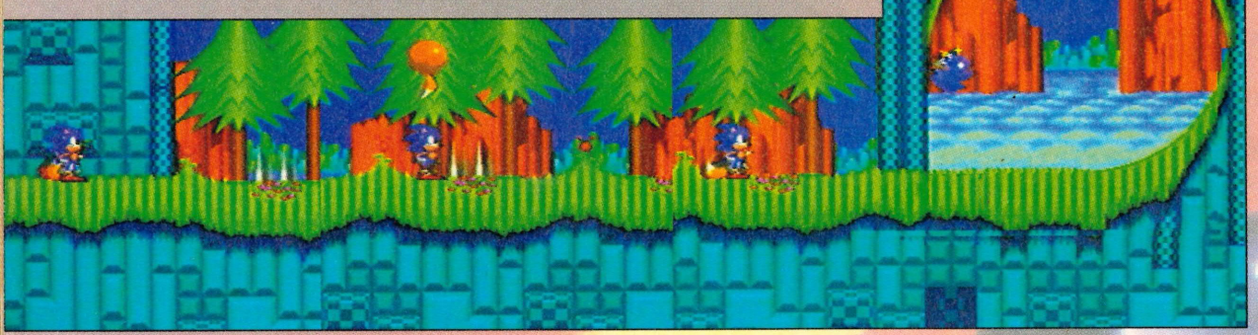
FORM18APR

SONIC 2 THE HEDGEHOG

MEGA DRIVE

PART 2

Dr Robotnik has already suffered four zones of humiliating defeat, with the aid of part one. Now, the time has come for Sonic and Tails to destroy the evil Robotnik, once and for all. Follow the second part of this guide to complete Sonic 2 and be one of the crowd. Go for it!



HILL TOP ZONE

ACT ONE

Walk up the ramp and onto the lift. Leap off and go right. Avoid the Spiker and jump onto the platforms. Use them to clear the gap. Jump on the seesaw and use the flashing ball to fire Sonic into the air. This is achieved by jumping on one end, going to the other and waiting for the ball to land. As Sonic flies through the air, collect the rings and land to the right.

If you time the jumps correctly, landing on the higher platform will allow you to enter a secret room. Collect the SUPER RING monitor and then run right. When Sonic exits the other side, you'll find an INVINCIBILITY monitor. From here, a variety of routes are possible, the best being a short jump onto the platform above and to the right.

Use the seesaw to fire Sonic onto an even higher platform. From here, jump to the moving platform, to the next moving platform and finally to a stationary one. A STAR POST is positioned here.

Now, drop onto the spring and fire Sonic to a small platform. A SUPER RING monitor is here. Drop onto the lift and travel down. Jump off of the lift and run right. Avoid the spikes and run around the pipe.

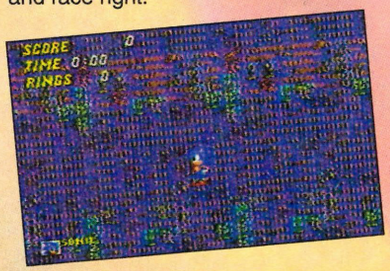
As Sonic reaches the bottom, press DOWN. Sonic will roll into a ball, the ground below will break away and you'll gain points galore. Fall through and run right to collect a SHIELD. Return left and use the seesaws to reach the far platform. Use the lifts to travel down, then go right.

Avoiding the Spiker, a secret room with a few rings can be found in the far wall. Beware of the spring at the end, though. Drop back down onto the hidden spring to collect a large bunch of rings. Another secret room can be found at the top right with rings and an INVINCIBILITY monitor.

Drop out of the secret room and go right, avoiding the falling pillars. When Sonic reaches the end, jump and smash the boulder. Wait for the lowering platform to rise enough for Sonic to get through.

Stand on the edge and wait for the rising platform to appear. Jump onto it and run right. Continue and Sonic will roll down a tube. When he appears, use the seesaw at the end to land on top of a pipe. Another STAR POST is here.

Exit the SPECIAL STAGE and go right to collect the SUPER RINGS. Drop down and race right.



ACT TWO

Travel right until Sonic reaches the rising platform and use this to jump up. Fire him using the spring and run around the pipe to smash through the blocks. Run up the ramp and jump onto the spring to reach the top of the pipe. There's a STAR POST and a SUPER RING monitor here.

Exit the SPECIAL STAGE and jump right to the seesaw. When the moving platform appears, fall to the far right against the cliff to collect a ONE-UP. Fall left and fire Sonic through the air with the angled spring. Go down the lift and collect the rings. Drop onto the pipe to collect a SUPER RING bonus.

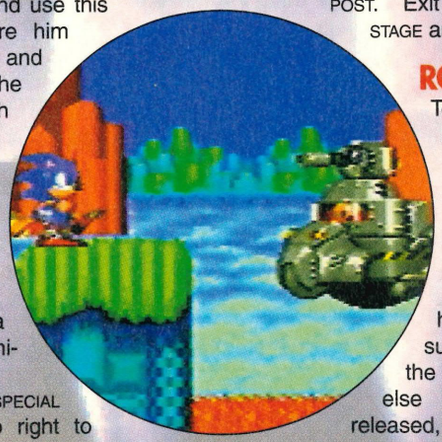
Sonic can now either use the lifts to go right, or drop to the left of the pipe and run through it . Either way will reward you with several rings and you'll end up in the same place. Run right and smash the SHIELD monitor. Go down the lift and you'll find a STAR POST that allows you to enter the SPECIAL STAGE. Exit and continue right.

Continue right until Sonic arrives at a large cavern. Use the rising platforms to reach the upper level. A SHIELD monitor is hidden to the far right, as is a SUPER RING bonus. You'll have to be quick, though, as the flames rise quickly. Exit via the top right tunnel.

As Sonic enters another cavern, avoid the spikes and collect the SUPER RING monitor. When you reach the end, send Sonic up through a large cluster of rings, but avoid the Spikers which are on the ceiling. Keep to the right!

To find another ONE-UP monitor, drop to the far left. Underneath is a spring, so use this to fire Sonic to the right. A SUPER RING monitor is ahead of Sonic, so collect this. Use the rising platforms to reach the far end, but avoid the Spikers which are located above.

Run right and you'll find a STAR POST. Exit the SPECIAL STAGE and run right.



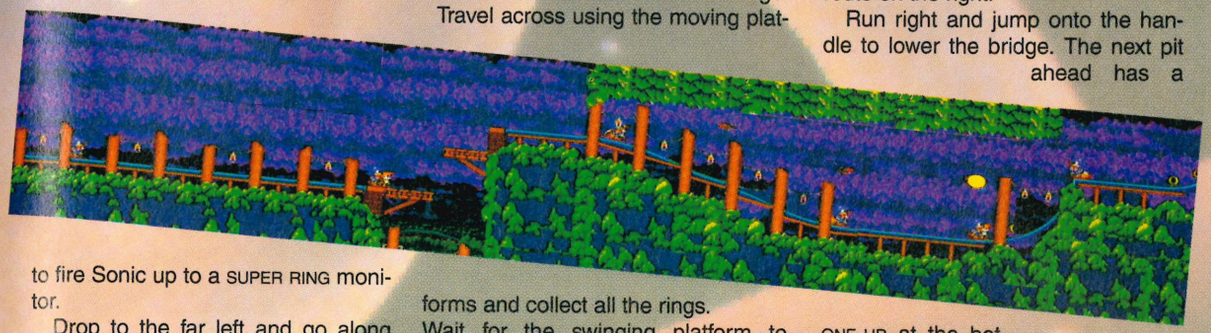
ROBOTNIK

To kill the Robotnik-mobile, jump onto its roof and quickly jump back to safety, once it has flashed a hit or two. Make sure you stay on the far platform or else the fireball released, as Robotnik sinks, will kill Sonic. The machine alternatively appears from the fire pit on the left and right. Repeat until the machine blows up. Sonic can now release the birdies.

MYSTIC CAVE ZONE

ACT ONE

Go right and collect as many rings as possible. When Sonic reaches the collapsing platforms, drop down to collect a SHIELD. Go right avoiding the spikes and continue until you come across a spring. Use this to fire Sonic up to a SUPER RING monitor.



Drop to the far left and go along until you reach the two collapsing stages which are above you. Jump from one to the other to find a STAR POST and SUPER RING monitor. Enter the SPECIAL STAGE to collect a CHAOS EMERALD.

Another STAR POST can be found on the lower level. When you exit the previous SPECIAL STAGE and find the large moving boxes on the right, drop down to the bottom.

Once the STAR POSTS have been found, etc you can go along either level, but there's not a lot to collect in the way of bonus items. A SUPER RING monitor is on both the upper and lower level. The lower level is easier, so take this route. Keep Sonic rolled in a ball to protect himself from various nasties. There is a secret exit at the top, but it prevents you from collecting any SUPER RING bonuses.

As Sonic reaches the exit from this ring-filled cavern, make a heading for the middle platform, but avoid the spikes. Use the boxes to jump right onto the floating platform. An INVINCIBILITY monitor can be found at the bottom left of them, and it may prove to be very helpful. Clear the jump, avoiding the spikes, to find another STAR POST.

Exit the SPECIAL STAGE and go along the lower level. Use the hanging vines to open a bridge below you. You'll find a SUPER RING, so collect this and use the springs to fire Sonic up onto a collapsing stage. Run right, through a secret passage, to find two SUPER RINGS. Spring Sonic up and right to finish the Act.

ACT TWO

Run right and up the ramp. Jump onto the handle to release the bridge. Travel across using the moving platforms and collect all the rings. Wait for the swinging platform to arrive and use it to reach the other side. Quickly, jump to the left from the collapsing stage onto the spring and pull the handle to release the bridge. Run up the ramp and onto the next spring to fire Sonic through a cluster of rings. Avoid the spring ahead and jump onto the springboards.

A POWER SNEAKER bonus is in the corner as you drop down, so collect these for those super-fast times. There are more rings above, too. Pull the handle to the right to lower the bridge and cross it. Pull the next handle down to lower Sonic and drop to the left. A STAR POST can be found here!

Exit the SPECIAL STAGE and to land safely on the platform. Collect the SUPER RING. Drop down to the left side of the platform for an INVINCIBILITY. Make sure Sonic stays to the right when he falls, though. Use the spring to fire him back up into the first right-side exit.

Run right killing all baddies. At the end, grab onto the handle to lower Sonic. When you reach the three boxes, go to the far left to collect a SUPER RING. Drop down for an INVINCIBILITY monitor, then go right, avoiding the boxes.

Run left and pull the handle. At the end of the platform, fall to the right when Sonic is on the collapsing stage. When Sonic reaches the next collapsing platform, quickly jump onto the spring and exit by the first route on the right.

Run right and jump onto the handle to lower the bridge. The next pit ahead has a ONE-UP at the bottom. Stay to the far right when you go down and use the spring to fire Sonic up and right. Avoiding the spiked-ball, go right and use the spring to send Sonic up and left. Collect the SHIELD and go up the ramp. From the top platform, jump right to fire Sonic.

Run right and jump onto the collapsing platform. Run right again and jump across the gaps using the springboards. A SUPER RING monitor is ahead, so collect this and go right. Jump onto the handle to release the bridge. Jump to the far right to collect a SUPER RINGS, then avoid the spikes to continue left. Run left, release the bridge by the handle and drop to the far right for a SHIELD.

Go left and drop down to find a STAR POST. Run right.

ROBOTNIK

To kill Robotnik, wait on the far side each time and when he begins to appear, avoid the falling spikes. Attack with the Super Spin attack and hit him on the top, but only when his spiked arms are down. Repeat until the machine explodes.

SPECIAL STAGES

Cool one man! Sonic flys through the first Special Stage without Tails. Good idea.

Collect the rings on the roof by manipulating Tails into doing all the hard work.

Sonic takes another tumble. It's wise to watch out for obstructions along the way.

Sonic and Tails blast their way through the tough Special Stage 4. Only three more to go.

Way to go! This will really make your stomach turn, but remember, keep collecting the rings.

Either Sonic has a bad stomach or he's attacking something. Any ideas?

Tails over does things and loses the whole lot.

VIDEO NASTIES

CRAWLTON

A really nasty baddie that appears at just the wrong time. Keep an eye out for them when Sonic has quite a few rings and is heading for a Star Post. Very deadly.

REXON

Usually found lurking at the bottom of very deep pits. It looks too cute to be nasty, but don't let this fool you into thinking Sonic can jump on for a ride.

SPIKER

The shiny spike worn by the hanging baddie doesn't just sit there. If Sonic or Tails get too close then it spirals towards them in a frenzied attack. Spiker can only be killed when the spike isn't being worn, so watch it!

FLASHER

A glow-worm baddie which is at its deadliest when it is lit up. It's invulnerable at this time, so avoid collisions. Kill Flasher at any other time, but making an avoiding detour is a far better idea.

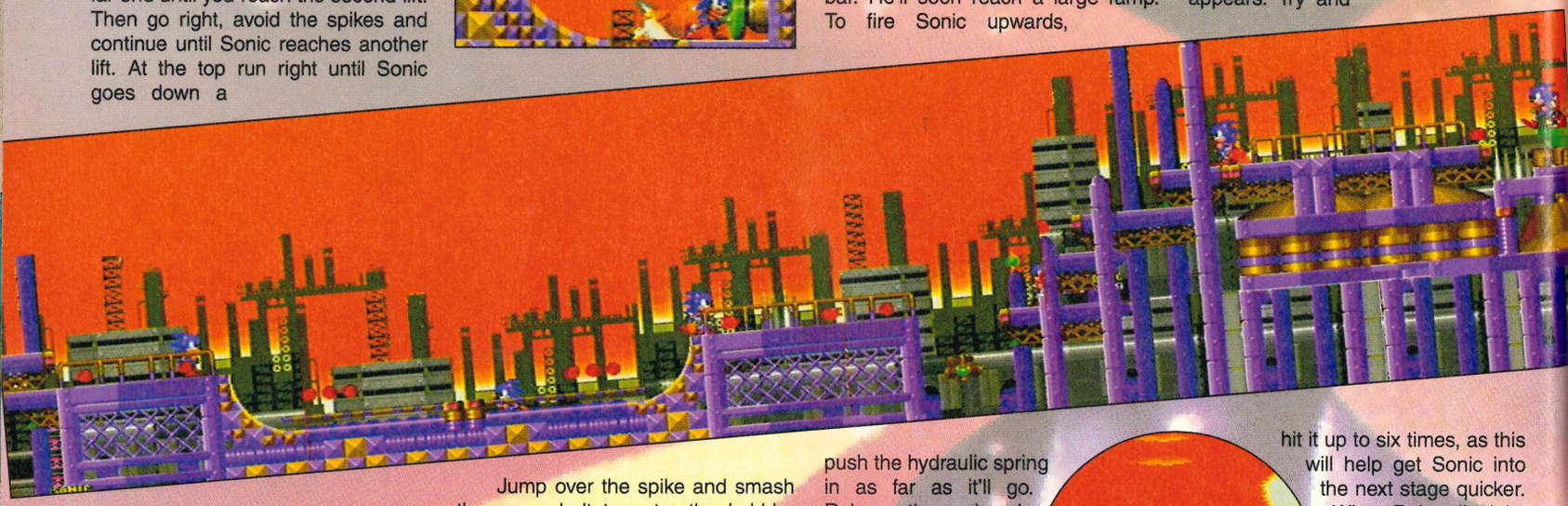
OIL OCEAN ZONE

ACT ONE

Racing right, avoid falling into the deep black ocean by running quickly when the bridges collapse. If Sonic falls into the sea, don't worry as it's easy to jump out. Kill the Octus with a Super Spin attack and race right. Avoid the spikes after the half-pipe and jump on the green plate. They act in the same way as the springs, but avoid touching the flames underneath. At the top, jump left to collect a SUPER RING bonus.

Run right and jump to the far platform. Avoid falling down from the collapsing stages and keep going until you find the SHIELD. Jump onto the green spring and go right at the top. Go up the ramp and onto the green spring. Continue right and go up the lift.

At the top, go left and jump to the far end until you reach the second lift. Then go right, avoid the spikes and continue until Sonic reaches another lift. At the top run right until Sonic goes down a slide. At the bottom there's a STAR POST.



When you exit the SPECIAL STAGE, jump right and then onto another green spring. Use the three springs to reach the top platform. Jump the spikes and race right until the ramp appears. Go up it and head left using the platforms to cross the gap. Use the lift to go up and then right, killing the Aquis.

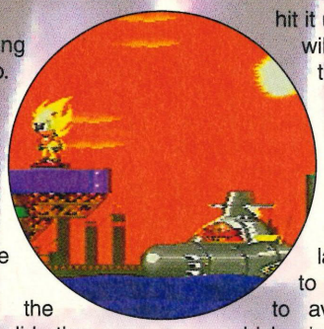
Jump over the spike and smash the green bolt to enter the bubble-system (a fast transportation system which fires Sonic through a system of bubble-shaped cannons). When Sonic lands, collect the SHIELD to his left. Race right and go down the first slide. Collect the SUPER RING by the ramp and drop down to the right for a ONE-UP monitor.

Jump onto the bubble-system above and when it stops, use the lift on the far right to go down. Run to the second set of spikes and then turn back to enter the SPECIAL STAGE with the STAR POST beneath the lift. Spring back up and run left until Sonic reaches another bubble-system entrance. Run right, use the final lift and clear the spikes. Run right to find the finishing post.

ACT TWO

Run right, avoiding the collapsing stages and the baddy Octus and Aquis. They'll appear throughout the level, firing a deadly missile at totally inconvenient times. Continue until Sonic reaches a lift. Wait for a moment or two and It'll begin to move. At the top, go right and avoid the spring to jump onto the green rising platform. Collect the rings at the top, then jump to the second green platform. Wait for it to rise and Sonic will enter the bubble-system.

When Sonic arrives on the platform, go left and avoid the spiked bar. He'll soon reach a large ramp. To fire Sonic upwards, push the hydraulic spring in as far as it'll go. Release the pad and he'll fly up the pipe. When Sonic reaches the top, jump to the right, avoid the spiked barrier and continue left until he reaches the lift.



Exit the lift to the right.and go down the slide then up the ramp. Avoid the Octus and smash the bubble-system entrance open, taking care to avoid the spikes. Sonic will fly through a large group of rings and land to the right of a group of spikes. Run right and go down the lift, then down another lift, following the same route to reach a STAR POST.

Exit the SPECIAL STAGE and enter another bubble-system which is to the right of the STAR POST. When Sonic lands on the platform, run left and clear the gaps to enter yet another bubble-system. Go right from where Sonic lands and go down the slide. Fly down the first section, but when Sonic reaches the end of the second slide, jump to the left where there's a STAR POST.

Exit the SPECIAL STAGE and run right, up the two ramps and onto the final platforms for the battle with Robotnik.

ROBOTNIK

To kill Robotnik's craft quickly, jump onto the top of it as soon as it appears. Try and hit it up to six times, as this will help get Sonic into the next stage quicker. When Robotnik sinks back into the oily ocean, stand on either the left or right platform. When he fires, duck below the lasers and then jump to the opposite platform to avoid the main blast which is released as the machine disappears. Repeat until the machine explodes.

VIDEO NASTIES

OCTUS

The nicest nasty out of the whole army, if that's possible. Kill it in the normal way, if you can bring yourself to it.

SHELLCRAKER

Watch out for the deadly arm which is released at just the wrong time. Jump over or destroy as soon as it is close.

AQUIS

Yet another cute video nasty, but don't let this fool you. They are deadly in the extreme.

ASTERON

This star-shaped naty certainly knows how to take Sonic out. Avoid its bullets at all costs by keeping your distance.

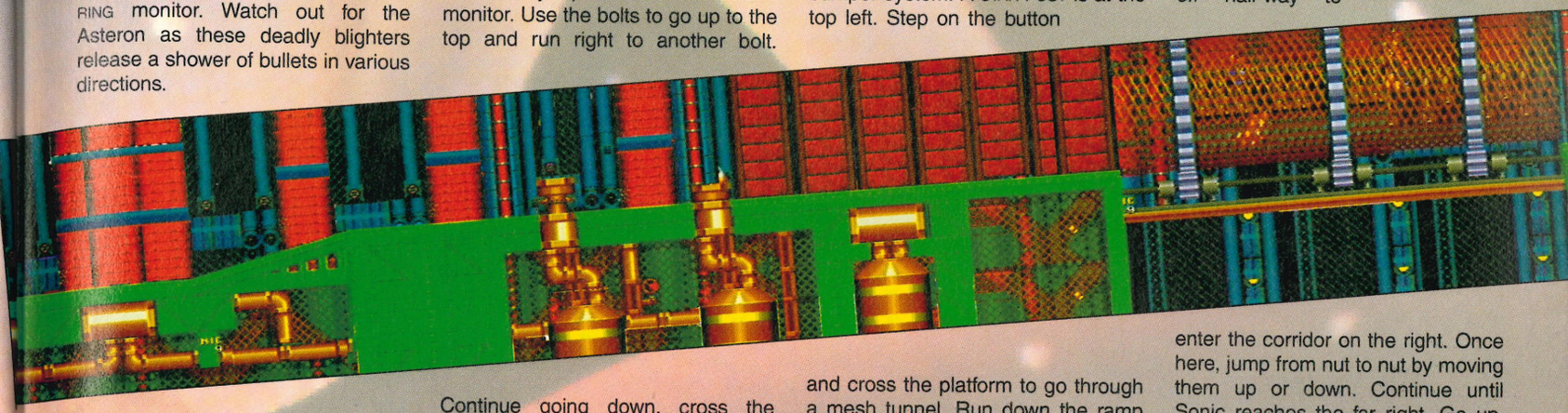
SLICER

Slicer fires a relentless boomerang weapon which is made of solid steel. Kill or avoid on sight.

METROPOLIS ZONE

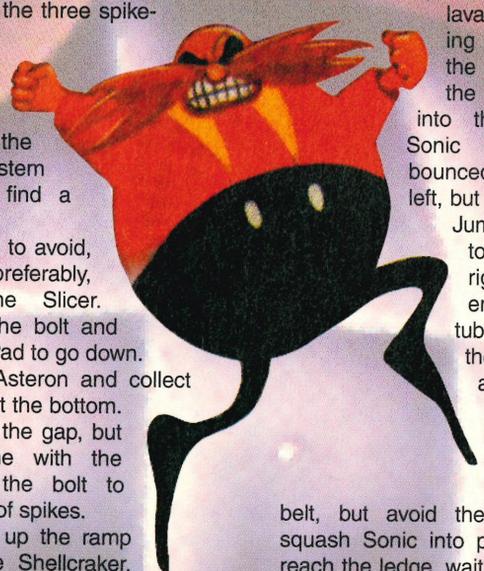
ACT ONE

Run right and jump onto the first steam vent (these bronze coloured bolts will project Sonic like the usual springs). Go left to collect a SUPER RING monitor. Watch out for the Asteron as these deadly blighters release a shower of bullets in various directions.



Drop down, off the platform and run right, through the rotating mesh tube and up the ramp. Collect the SHIELD and step onto the silver button to release a platform to the far left. Jump on it and go left to find a steam vent. Sonic will fire up, but at the top a nasty Shellcraker will be lurking. Jump over it and continue right, avoid the press and step onto the button to open the platform. Fall to the left to collect a SUPER RING and go right.

Avoid pressing the silver button; jump over it, then jump up to the super-spring buffer system. At the top, run right and kill the vicious Slicer. Use the three spike-wielding blocks to jump up to the right. Go up the buffer system and you'll find a STAR POST.



Run right to avoid, or more preferably, destroy, the Slicer. Stand on the bolt and use the D-Pad to go down. Avoid the Asteron and collect the SHIELD at the bottom. Drop down the gap, but stay in line with the thread of the bolt to avoid a set of spikes.

Run left, up the ramp and kill the Shellcraker. You can only do this with a Super Spin attack at a very rapid speed. Stay left to go down the lift and then run right at the bottom. Go down the ramp and through the mesh tunnel. This has to be executed with plenty of speed to enable you to run up the next ramp. Use the buffer springs to reach the top level, then run left.

Step on the bolt and go up. Avoid the spikes at the top and jump onto the bolt to the right. Run right and down the slope, collecting the rings as you go. Kill the Slicer at the other end and jump on the INVINCIBILITY monitor. Use the bolts to go up to the top and run right to another bolt. Continue going down, cross the spiked blocks and down the bumper system to collect a SUPER RING.

Run left, through the tube and collect the SUPER RING monitor. Go down the lift and run right over the spiked blocks.

Step on the button to open the platform and Sonic will fall onto a moving platform. Wait until it reaches the other side and kill the Slicer. Continue to run right, clearing the bumper systems and run, run, run to the end.

ACT TWO

Jump to the right. Continue over the lava using the moving platforms. Kill the Shellcraker at the far end and go into the tube. After Sonic has been bounced to the top, run left, but avoid the Slicer. Jump on the cogs to reach the top right platform and enter another tube. At the top of the ramps, collect a SUPER RING bonus on the left.

Jump onto the conveyor belt, but avoid the press as it'll squash Sonic into pulp. When you reach the ledge, wait for the platform to arrive and duck below the spikes. Jump onto the far platform and run right to find a STAR POST.

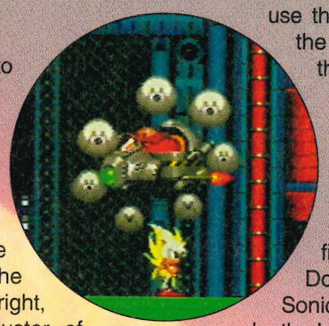
Exit the SPECIAL STAGE and use the tube to transport Sonic upwards. Use the moving platforms to get an INVINCIBILITY monitor at the bottom right. Then jump back up to run right until Sonic reaches the steam vent. Jump to the left and collect the SUPER RING and use the next steam vent to go up. At the top, jump right and kill the Shellcraker.

Race right and jump onto the cog. Use this to jump upwards via the bumper system. A STAR POST is at the top left. Step on the button and cross the platform to go through a mesh tunnel. Run down the ramp and up the other side where Sonic will have to kill a Slicer. At the next ledge, next to the moving platforms, drop to the bottom left to find a ONE-UP.

Jump between the platforms and onto the top. Jump left onto the spiked blocks. Cross them and go into the tube. When Sonic exits, continue right, up the bumper systems and collect the SHIELD then right at the top. Use the moving platforms to go up and jump left until Sonic can go no further. Go through the mesh tunnel and up the ramp. Jump up using the spring and run right to finish the Act. Phew!

ACT THREE

This should prove to be the simplest of the three Acts, but the battle with Robotnik at the end awaits.



To start off, run right and kill the Slicer. Jump onto the clockworks and run right, collecting a nice cluster of rings. Jump over to the platform on the right and kill the Shellcraker. Enter the tube and run right when you exit. Drop down from the platform to collect an INVINCIBILITY monitor, then use the spring to jump up and continue right. Run through the press and up the ramp. Use the platform to avoid the spikes at the top.

Jump onto the nut and bolt lift and travel left at the top. Use the clockworks to reach the far top-right platform. Stay to the left if you want to avoid a spikey death. Jump onto the spring to make Sonic fly through the section of ramps and rings and finally arrive at a STAR POST.

Use the spring to fire Sonic upward and continue right, through the mesh tunnel and drop down to the right. Use the lift to take Sonic down and run right until he arrives at the nut and bolt lift. Go up and jump off half-way to enter the corridor on the right. Once here, jump from nut to nut by moving them up or down. Continue until Sonic reaches the far right. Go up, avoid the Shellcraker and continue up to find another STAR POST.

Jump up then run right. Use the bumper system to reach the top, collecting the SUPER RING beforehand. At the top, kill the Slicer and run right, avoiding the baddies along the way. Use the nut and bolt lift to travel down and run left. Push the silver button down to release the platform and travel across using the conveyor.

Continue to travel right and when Sonic has passed the two large cogs, drop to the bottom right to find another STAR POST and SUPER RING monitor. Exit via the ramps and use the tube to travel up. At the top, run right and kill the Slicers. Jump on the nut and bolt lifts and travel up until Sonic reaches the next tube.

When Sonic exits the tube, run right to find another STAR POST. Don't fall down here or Sonic will die an untimely death. Instead, jump onto the moving platform, collect the rings and run right to face Robotnik.

ROBOTNIK

The easiest way, though it is very, very cruel, is to use Tails. Jump to the side of the Robotnik-mobile so that Tails hits the bottom of the craft. When it flashes, this signals a hit, as usual. A smaller Robotnik bubble will fly around the screen. Destroy it with a Super Spin attack.

When all the smaller bubbles have been destroyed, Robotnik will fire a laser bolt. Wait for this to be released and then hit once more.

SKY CHASE

The plane follows Sonic's moves and can be guided by moving up or down. Collect as many rings as possible to gain extra points and kill the flying baddies with a Super Spin attack. This will give you extra points, so it's worthwhile.

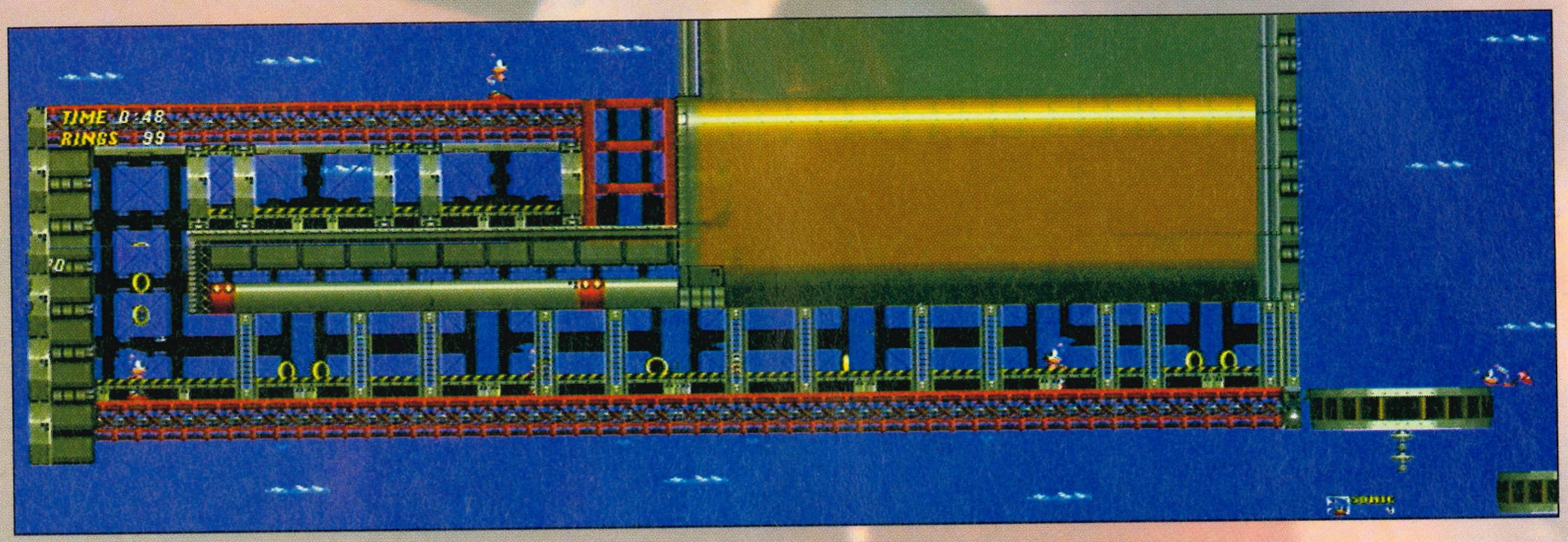
This zone is relatively simple, so continue killing the baddies and collecting rings whenever possible. The big turtles aren't dangerous, but the smaller ones are.

Remember that Sonic can jump quite usefully from baddie to baddie. This is particularly helpful when several Nebulas appear at the same time.

As Sonic and Tails fly across the Wing Fortress, don't worry about the propellers or flames – they're harmless! When it disappears from the screen, stay to the far left and await the Balkiry attack. Use the Super Spin to destroy them.

WING FORTRESS ZONE

Stay on the plane until it begins to descend with smoke bellowing out the back. Jump onto the platform to enter the fortress. Don't use the wheelie-board to fire Sonic along the top, else he'll miss several rings. Drop down the entrance and run along the passages.



Use the blowers to send Sonic through the air and to the right. Run right, collecting the rings and kill the Clucker. Avoid the trolley and collect the rings as Sonic downs the steps. At the bottom, jump up onto the moving platform, wait for the platform to reach the far left and jump. Repeat for the next two moving platforms.

When the four moving platforms appear, jump onto them. Another platform will appear to the right. Use this to land safely on the solid platform. Run up the ramp and land on a moving platform. Jump from the top left corner to reach the solid platform. Kill the Cluckers, avoid the bullets from the guns and use the blowers to continue.

When Sonic reaches the short platform, jump onto it and use the flip-over steps to ascend. Be very careful here because if you miss a step Sonic goes back to the start of the level. Nasty!

When you are on the top of the Eggman-01, run left and collect the POWER SNEAKERS. Jump onto the elevating platforms and rise to the top. Quickly jump onto the flip-over step and jump to collect the ONE-UP. It isn't possible to land on the top, so fall back down to collect the bonus.

Run right to arrive at a STAR POST. Exit the SPECIAL STAGE and continue right. Kill the Clucker and run up the ramp. Go right to collect an INVINCIBILITY monitor and two SUPER RINGS, but be careful of the bullets. Run left, collect the rings and jump onto the elevator. Jump right and kill the Cluckers, avoid the trolley, again, and run up the ramp at the far right.

Kill the Clucker and jump onto the hook. To the far right is a SHIELD. Collect this and drop down, killing the Clucker and collecting the rings. Fire Sonic from the bottom platform, up the ramp and onto the middle platform. Go left to enter the fortress. When Sonic is blown left, guide him so that he lands on the tiles. Push a button and he'll let go. Collect the rings and enter the fortress again at the far end.

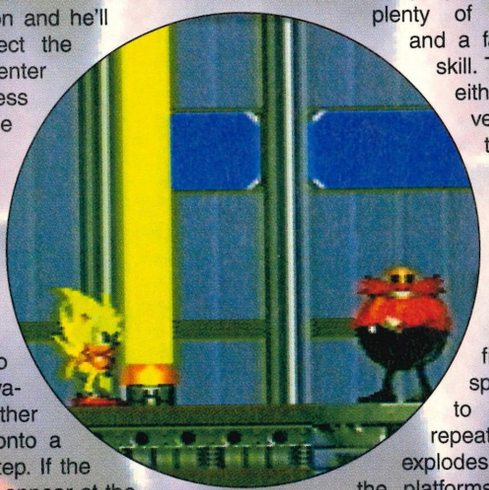
Leap from the short platform onto the downward elevator. Jump to the right onto another elevator, then another and finally onto a temporary step. If the step doesn't appear at the right time, jump upwards to stay on the elevator until the it shows. Continue right, until the STAR POST is found.

When Sonic exits the SPECIAL STAGE, jump onto the trolley and fly through the air onto the far platform. This is a tricky jump, so take care not to push down, as Sonic will become history!

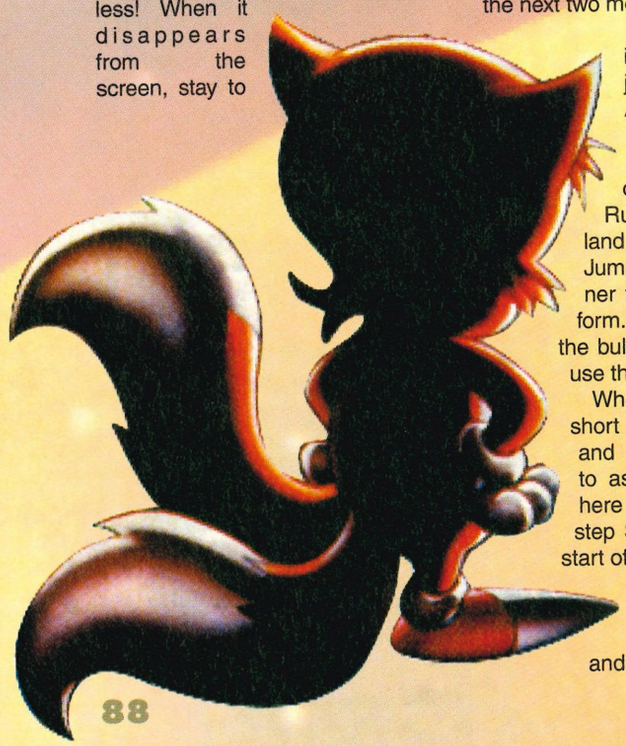
Race right, collecting the rings and run up the ramp. Use the moving platforms to reach the hook and move onto the platform to the left. Continue up the platforms using the hooks, kill the Clucker at the top and collect the SUPER RING bonus.

Drop down from the top and jump to the right, avoid the trolley and go through the fortress. Keep travelling right at all times, collecting rings as you go. A STAR POST will eventually appear. Exit the SPECIAL STAGE and jump onto the hatch to its right. The Flying Fortress will open up and Sonic will begin another end-of-zone battle.

ROBOTNIK

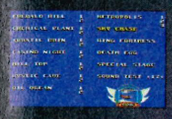


This tricky guardian requires plenty of concentration and a fair amount of skill. The two lasers either side prevent Sonic getting at Robotnik, so the only way is to destroy them. This is achieved by hitting the top laser before it fires. Use the spiked platforms to reach it and repeat until it explodes. Try to stay on the platforms at all times and hit the laser as quickly as possible. The longer Sonic stays in the room, the more chance there is that he'll lose all his rings and fail to destroy the target.



ACTION REPLAY PRO CODES

Level select
FFFE1000XX



for Zone
FFFE1000Y
for Act
where XX and Y are as follows:

XX		YY
00	Emerald Hill	0-1
04	Metropolis	0-2
06	Wing Fortress	0
07	Hill Top	0-1
08	Hidden Palace	00

(this will take you

to the incomplete hidden palace zone)

0B	Mystic Cave	0-1
0C	Casino Night	0-1
0D	Chemical Plant	0-1
0E	Death Egg	0
0F	Aquatic Ruin	0-1
10	Sky Chase	0

FFFE1 6000X
Special Stage number. (0-6)

FFFE1 800XX
Number of continues

FFFE2 0XXXX
Number of rings

FFFE1 200XX

Number Of lives

FFFE0 900FF
View act and place items (press A to change item and B to change object)

FFF76 000XX
Makes Sonic go very fast (speed shoes = 0C)

FFF76 20001
Instant acceleration

FFF76 300XX
Acceleration factor

FFF76 4XXXX
Breaking factor

FFFE0 30001
Restart Act

FFFE0900FF
View Act and place items

FFFE2300XX
Minutes to complete act (0-9)

There's more ProAction Replay codes in the tips section.

FFB02 B0001
Shield Protection

FFFE3 0000X
Star Posts hit/lit. All Star Posts past are considered hit. X=count from farthest left.

FFFFB 10007
Become SuperSonic

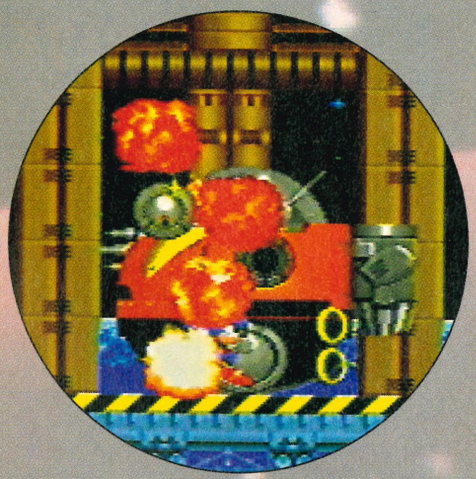
(50 rings needed see code below)

FFFE2 100F0
240 rings! Will not lose any rings as long as Action replay switch is up.

DEATH EGG

Battling against the evil Robotnik has been long and adventurous. The final battle is ever-nearer, but first Sonic will have to defeat Robotnik's guardian.

The end of game titles will now appear. If you collected all seven Chaos Emeralds, a special colour sequence will appear. Failing this, boring black and white screen shots is all you'll get! Congratulations!

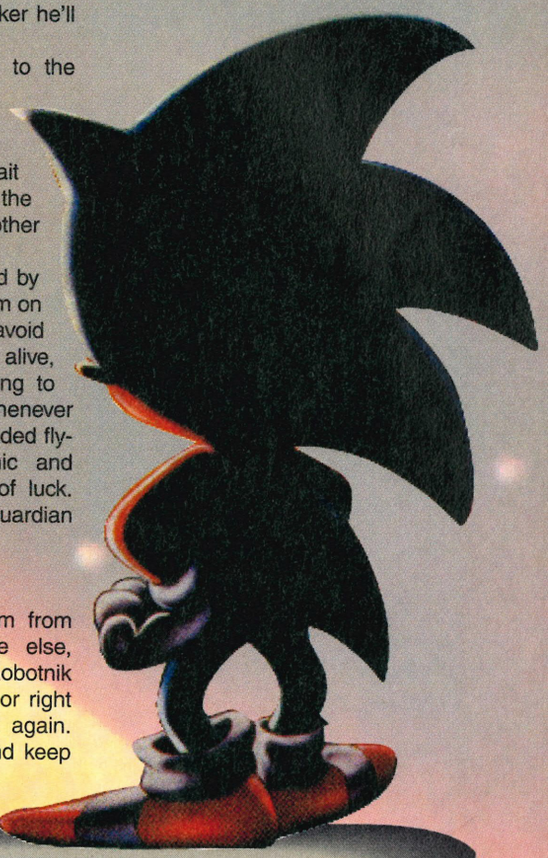


Run right into the large room. The Sonic look-a-like will appear on the right of the screen, flying down with the assistance of jet-pack boots. Strike him on his forehead and retreat to the left. Try and hit him at least twice. He'll run left, so jump over him and follow him into the corner.

Once in the corner, attack with the Super Spin, again, twice if possible, and repeat the attack as he runs from side to side. Use the Super Spin attack along the ground to knock his energy down even more. The more times you hit him on each attack, the quicker he'll die.

When the guardian goes to the left, turn into a spiked ball and attack. Stay where you are until it starts descending, then jump over the top. Wait about half-way across the screen and attack with another Super Spin or two.

With any luck he'll be dead by now. If not, continue hitting him on the head and remember to avoid his spikes. Should he still be alive, follow the routine of retreating to the side and hitting him whenever possible. The guardian's dreaded flying spikes will attack Sonic and avoiding these is a matter of luck. Continue the battle until the guardian is beaten.



ROBOTNIK

To kill Robotnik, only hit him from underneath. If hit anywhere else, Sonic will lose a life. When Robotnik targets Sonic, roll to the left or right and you'll be free to attack again. Repeat until he explodes. And keep trying!

VIDEO NASTIES

TURTLOIDS

The Sky Chase Zone shouldn't cause any problems, but look out for the bullet fired by the little turtle. Sonic can jump on the bigturtle.

NEBULA

Nebula fires a nasty bullet from the bottom. Kill on sight to collect points and avoid the risk of being hit, but no other problems should occur.

BALKIRY

Kill the mini-jet on sight. It's not particularly dangerous, but the points should help towards an extra life or two. Keep to the far left to avoid serious danger.

CLUCKER

The final video nasty to appear on the screen is Clucker. Watch out for the bullets it fires and kill with a Super Spin Attack.

SUPER

MEGA DRIVE

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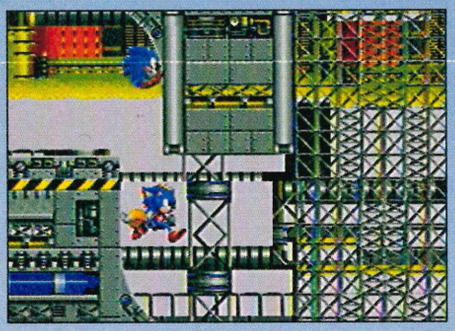

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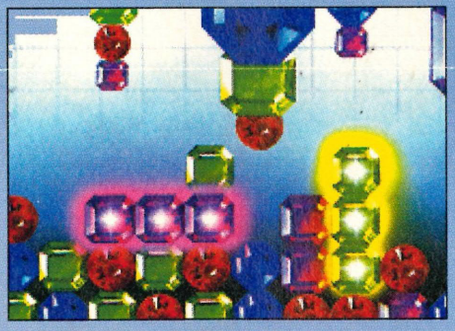

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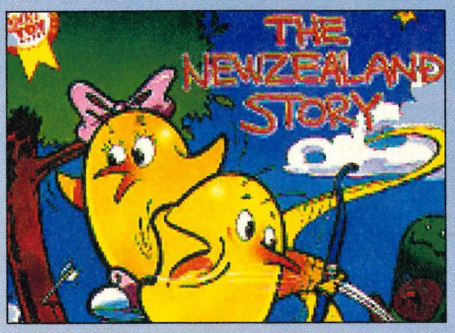

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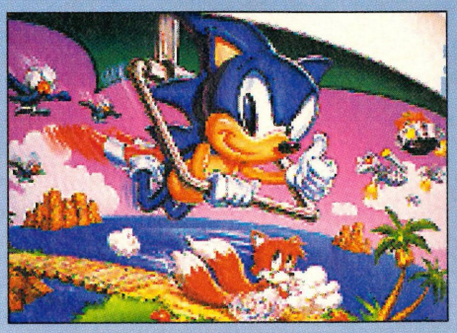

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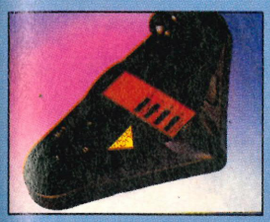

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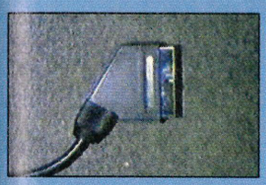

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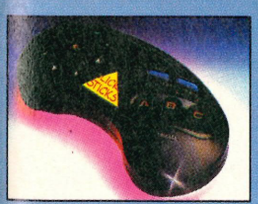
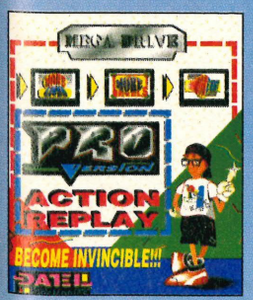


VOYAGER CONTROL PAD £14.99



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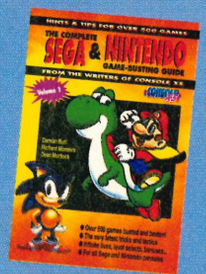

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pro test

CONTACT

Gosh. We get so much mail every day that a large part of our time is spent sorting it into correct bundles.
Send all submissions to the proper department (see below) to:

SegaPro,
Paragon Publishing,
Durham House,
124 Old Christchurch Road,
Bournemouth BH1 1NF.

PROTEST
The letters sent here are usually some silly git rabbiting on about how jealous they are of someone else, or of some poor guy needing help with their console and even of anyone who needs advice on console specific problems.
You can ask what games will be available or how to get in contact with a company, but don't ask for game help (see ProHelp for that). The best letter AND the best ProDebate submission wins a SegaPro T-shirt, but only witty, cheeky or lively submissions are even considered - you can't win a T-shirt by asking for some advice!

PRODEBATE
In addition to letters, there are the ProDebates, which should be addressed like such: TV Debate, ProTest. Get your views into the open and state your case. SegaPro T-shirts are awarded if we consider a point to be particularly valid.

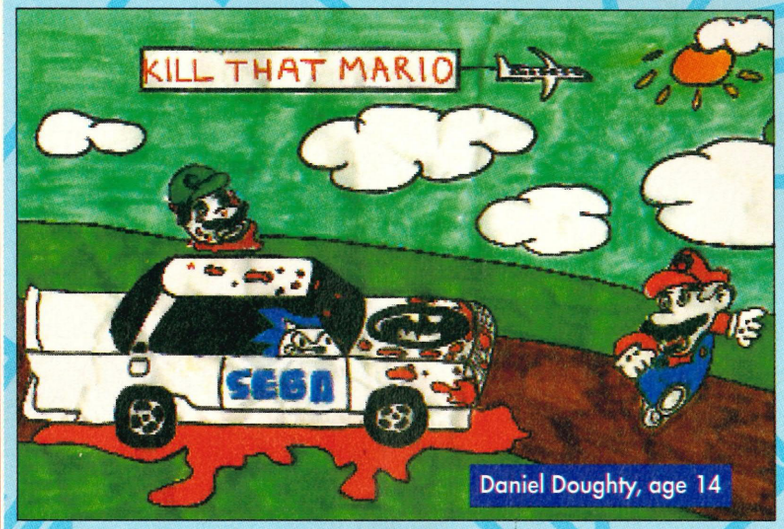
PROART
Far too much artwork is missed out because it has been addressed to ProTest. Send your art to ProArt for speedy attention. If you want it back, don't forget to include a SAE and remember to always write your name, address and age on the back of your art. The best art, each month, wins a stupendously brill SegaPro T-shirt.

PROTIPS
There are so many types of tips that can be sent in. Action Replay codes, small cheats, small tips, part solutions, whole game guides and maps. Lots of carts and T-shirts are won every month! So, there you are! Get sending.

PROHELP
Our revitalised section is bigger and better than ever! If you are stuck on a level, can't kill the boss or are totally lost, drop the Pros a line with details of your problem.

PROSCORES
No prizes here, but you get your high score branded around the country. If you supply a photograph, you can then show all your friends how clever you are.

GAME OVER
If you have finished a game recently, why not tape it and, if it is published, you could win a cart. When the Pros receive a Game Over, we pick out selected screenshots and add a witty storyline.

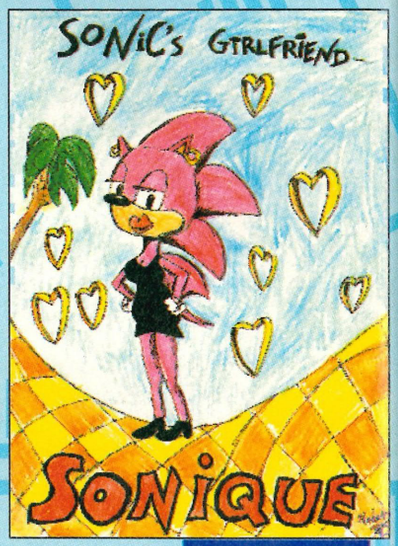


Daniel Doughty, age 14

SWAP SHOP

I am writing to you to see if you could put me in touch with someone who could part exchange a Master System 1 with six games, one joypad and £40, for a Mega Drive with one joypad and *Sonic 2*. I would be very grateful if you could find someone to swap with me, but if the Mega Drive is second hand it must be in good condition.
James Low, Northumberland.

I think you're going to be very lucky if you find someone to swap with you. Although your offer sounds like quite a good deal in monetary terms, there aren't going to be many people prepared to swap Sonic 2 and new Mega Drive for anything, let alone a Master System. You could try swapping with friends/placing an ad in the paper or failing that, try your local dealer. They will be much more experienced in this type of query and may be able to sort you out with the deal you're after. We don't operate a swap column in SegaPro, although we may think about it for the future.

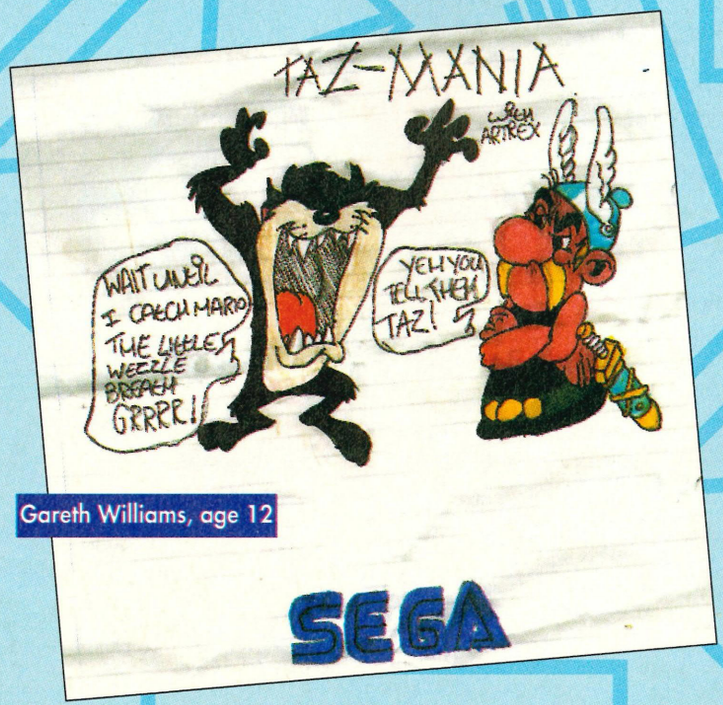


Natasha Davies

SUPER MEGA DRIVE?

My friends keep going on about a Super Mega Drive. I've told them that there is no such machine, but they carry on bragging about some machine that hasn't yet been released over here. Is this true or not?
Munsifali Rashid, London.

Sorry to tell you this, but I think you've been told a load of porkies! As far as we know there is no such thing as a Super Mega Drive. However, what your friends may be talking about is the Mega-CD, which should be available over here any day now. Although it is very different to the Mega Drive, it could be classed as a sort of Super Mega Drive, as its processing capabilities are far superior.

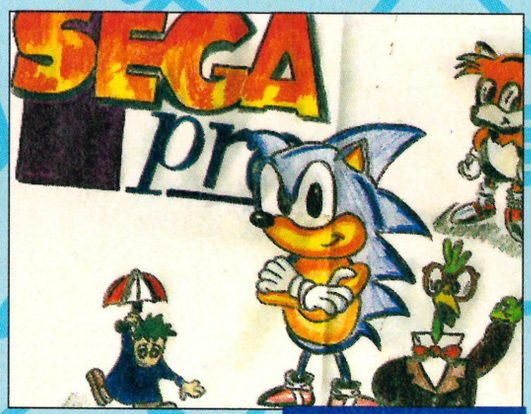


Gareth Williams, age 12

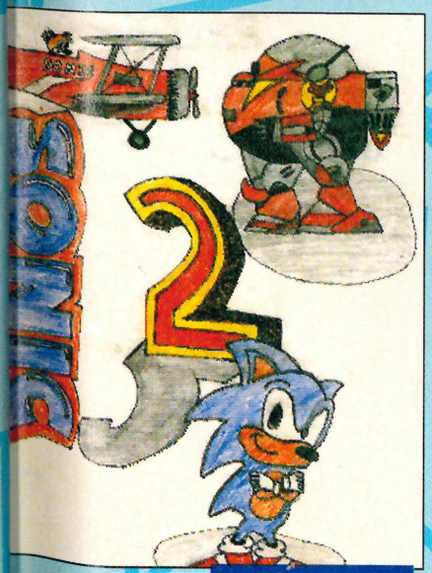
16-BIT GAME GEAR

I have a really idiotic say-so friend who's going around school saying that he has seen a picture of a new Game Gear add-on which is as big as the Game Gear. He says this will

Andrew Hawkins age 12



Paul Hughes age 13



Matthew McKee

Clare Turner age 14

If you are confused over the goings-on in the world of Sega, then you can write to the Pros for help. We'll try to solve your problem, but if we can't, we'll know a man who can! So if you have any queries or questions, then write to the Pros at: SegaPro, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.

upgrade it to a 16-bit machine. I would have thought this impossible! With the amazing sound and graphics the Mega Drive possesses, the Game Gear would need new batteries about every half an hour! Please could you tell me if this is true, so I can go and tell him to go play a Ni@t**do!

D Cox, Avon

I don't know where your friend found that piece of duff information, but it is most definitely wrong! Personally, I think he made it up. In fact, the whole concept is quite ridiculous! There is a machine called the PC Engine GT that is a hand-held with 16-bit graphics, but it is the only one of its kind.

SUPPORT THE GAME GENIE

I have bought a Game Genie for my Mega Drive and I noticed that in your magazine you have a column for Action Replay codes, but only a very small column of Game Genie codes. If you support Action Replay codes so much then why did you have a Game Genie review and competition?

Dave Perry's big toe bunion, Leicester.

If someone came up to you and offered you a Game Gear, you wouldn't say "no thanks I only play Mega Drive games" would you? Well, it's the same with us – our aim is to review every game or add-on available on the market. We support both these products equally, which is why they both appear in the magazine. A Game Genie column has recently appeared in the tips section. So you'll be able to get codes from now on.

DEMENTED TORTOISE

I have heard that there are some rubbish Sega mags on the market, but yours really takes the biscuit. When I flicked through your mag in the newsagents, I nearly died of laughter because of all the crap reviews and tips. Your mag looks as if it's been made by a blind demented tortoise.

Steven "Hero" Miller

Get a life, you sad person.

WRITE YOUR OWN

I am writing to you about a new game I have developed called *Battle Of The Little People*. I need to finish it off so that it can be played on the Mega Drive. How do I do this and how long does it take? I need to get

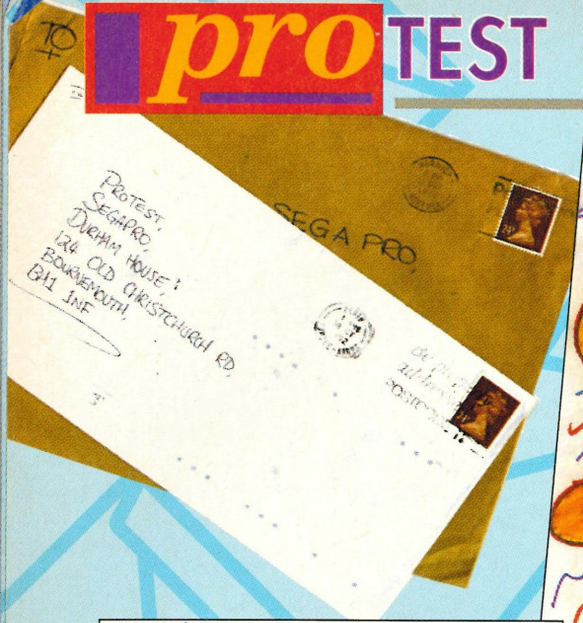
We've been inundated with letters about the infamous *Street Fighter II*. Loads of people want to know if or when this spectacular game will be available. As far as we know, *Street Fighter II* will be released on Sega in mid-April on Mega Drive. Although the graphics won't be as spectacular as the SNES version, the gameplay will. The MD version will be the *Championship Edition* that features three additional fighters and new moves.

G Taylor of Derbyshire seems to be in a real muddle over specifications of the Mega-CD. He wants to know if the Mega-CD uses the same colour palette as the Mega Drive and will this affect the amount if colours available. He also asks if the two machines can mix their palettes to make more colours. The answer to that one is a big no! The two machines cannot share a colour palette, but the Mega-CD has its own, independent from that of the Mega Drive. This has more colours and will run CD games perfectly. I hope this dispels your worries!

An **anonymous** reader recently heard that Sega and Nintendo are being investigated because of the price of their games and consoles. They want to know when the outcome of the investigation will be known and when the prices of the games will come down. Although Sega and Nintendo may be investigated, it has not been confirmed when this will happen or how long it will take. Even when the investigation is over prices may not be cut.

Darren Freeman of Bromsgrove is concerned about compatibility of the Mega-CD. He wants to know which version to buy and which games he will be able to play on each. Unfortunately Darren, you don't have much choice in the matter! The Mega-CD is presently available on import, which is why it is possible to obtain it. When the Mega-CD is officially released in the UK, it will include a country coding chip that prevents you from playing imported games. CD titles will be written specifically for Europe, Asia or America and Mega-CDs from

pro TEST



Tony Lannon, age 12

Anonymous

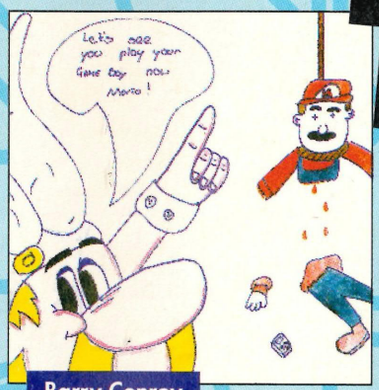
a copy of it, as it is my first game on the Sega.
Mark Hernaman, Kent.

Programming software is a very competitive business. To get your games developed, you will usually need some sort of experience in the computing field. When you are older, you could think about this as a career, but right now, it will be very hard for people to take you seriously. Sending off ideas to Sega won't help much, because even if they think it is a good idea, it may not be original enough for them to warrant paying you anything.

There are many programmers who have the expensive equipment that's needed to change your ideas into a game, but they'll charge you at least £10,000 and it will take them at least six months to finish.

SEGA v NINTENDO

I am a proud owner of a Game Gear and I will soon own a Game Boy. Please can you tell me why there is a war between Sega and Nintendo and why they are the only console manufacturers that are at loggerheads. I will always prefer the Game Gear, as it is the best handheld.
Stephen Jones, Manchester.



Barry Conroy

Sega and Nintendo are both battling to grab a certain amount of customers that are likely to buy computer games. Most potential buyers can only afford to purchase one of the consoles, which is why the two companies are in such fierce competition. If either of the companies decided to take a back seat in advertising, then they could lose valuable custom, which is why both companies push their high profile. It does both of them good and neither would want to change the situation.

DEMO CARTS FOR GAME GEAR

I went to my local shop and I saw loads of new Game Gear games brought out, each at £27.99. Some of them are very good while others are not. Why can't you make demos of the cartridges? They could cost around £7 and could be sold in your magazine. We could, then, be sure about which game to spend our money on! If this was included, a lot more people would buy SEGAPRO.
Craig Dicken, Tamworth

I agree that it's a bit of a gamble when it comes to spending money on a new cartridge. However, demos of each cartridge are out of the question. They would be too expensive to produce anyway ,and, why would Sega do that when they can get loads of Sega owners to buy the carts without a preview? If you are really worried about a game that you're thinking of buying, you could always ask the shopkeeper if you can test out the game in the shop. If he says no, go elsewhere. Don't forget that we also review lots of Game Gear games in SEGAPRO, so you can always get honest opinions from us!

Lloyd Read

Steven McGrady

SELLING OUT

Many people at our school are starting to sell their Mega Drives, Master Systems and Game Gears and using the money to buy a SNES. They are only buying it because of *Street Fighter II* and I think that it is a waste of money to sell your Mega Drive and

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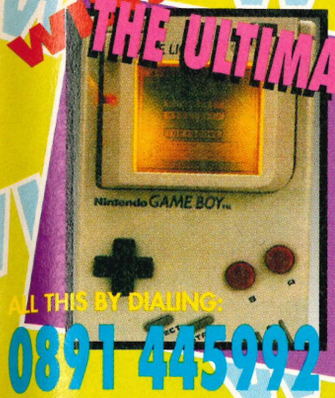

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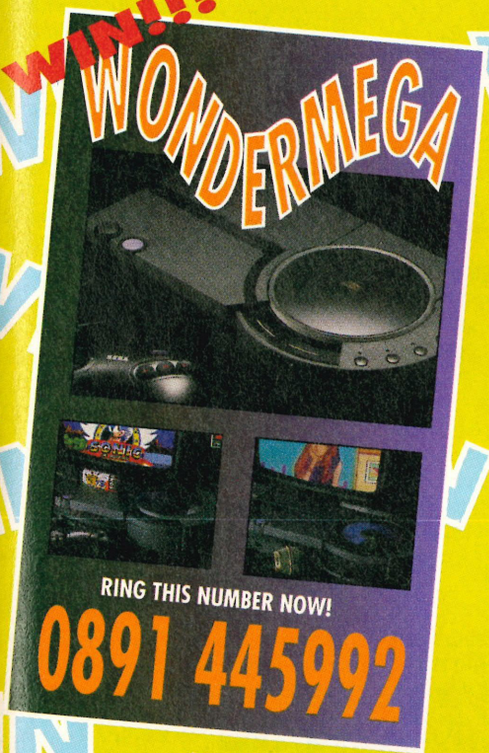

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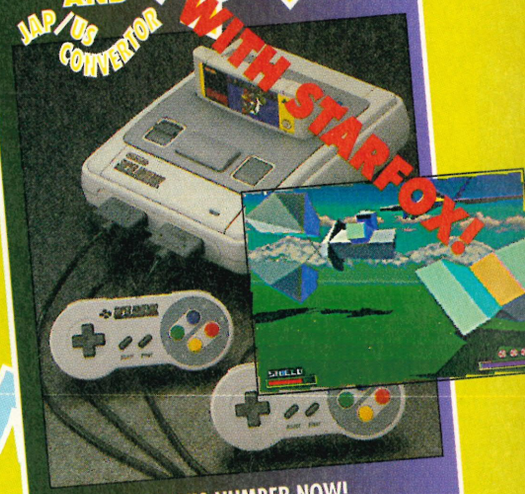

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different zones won't be able to run incompatible software. If you have a UK or Japanese PAL Mega Drive, the choice is simple – wait for the official launch. However, you can buy a Japanese Mega-CD. It will work, but future UK CD software MAY not.

Sian Kettering of Leeds thinks that *Streets of Rage II* is brilliant, but she has a Game Gear and wants to know when it will be released on the hand-held. She also wants to know if it's possible to play it in two-player mode. Well, *Streets of Rage* has only just been released on the Game Gear, so you'll have to wait for quite a while to see the sequel. As in the first version, it is likely that *SOR2* can be played by two players through a Gear-to-Gear link up.

Mark Smith of Portsmouth wants to know how to avoid buying games with the country coding chip. Well, some games do carry a warning on the box, but other than that it's a case of using your common sense. You could always ask the shopkeeper before you buy a game – they will probably know. However, it seems that nearly all new games will have country code detection.

Will Thomas is concerned about using the Action Replay or Game Genie. He is worried that using the device may corrupt some of his games and render them unusable. The Action Replay cannot damage your game. All it does is look for memory bins, where lives, etc are stored. It does not alter the game cartridge in anyway and therefore cannot damage it. If for some reason the Action Replay does not work with your game, then the Action Replay itself may have been corrupted, or you may not be using it properly.

Lastly, many readers have been writing in asking if we can supply them with instructions to games. We don't stock instructions to any games and can't supply them to every reader that writes in. The only way to get copies of instructions is to write off to the game manufacturers, asking for a set. They may or may not oblige, but that depends the nature of the request. Many will supply instruction booklets at a cost of £5 or so. We've said it once and we'll say it again – try and keep instructions, as your game may lose its value considerably if it is separated from them.

Right, that's your lot for this month! In the meantime, send your problems or advice for the Pros to sort out and pass on!

Steven Routliff, age 13

games, just for a SNES and one game. What can I say to them that will make them change their minds?
G Hopkinson, West Yorkshire

There's a lot you can tell them! Firstly, you can tell the people that have already sold their Mega Drives that they've made a terrible mistake - although Street Fighter II is a brilliant game, it's not worth selling your Mega Drive for. This is especially true when you consider that Street Fighter II: Championship Edition will be released on the Mega Drive in April! A new six-button joypad has been developed exclusively for use with this game and it promises to be better than the Super Nintendo version! As well as that, Streets of Rage II is only available on the Mega Drive – two good reasons to keep your Sega console!

Wayne Chester, age 11

ProGirl's PROGIRL DEBATE

Dear ProGirl,
I am female and I object to the way that females are portrayed in your publication. Poses in the ProGirl column seem to have come straight out of a pornographic magazine and I feel that they are rather unnecessary in what is an otherwise excellent magazine.
Maria Costas, London

ProGirl says:
I've just about had enough of you feminist lot writing in and complaining about the way I choose to make a living. People like you should be glad that I'm taking advantage of small-minded men who can't see past a pretty face. As for my poses, what's wrong with them? They're not exactly revealing, are they? Maybe you should join the Mary Whitehouse contingency – I expect they'd have a few things to say about me as well.

Dear ProGirl,
I read that Sega and Nintendo are to be investigated over prices. Well, I think that's fair enough. If they are hiding something then it's in our interest to know. We all know that Sega's games are greatly overpriced, so some dirty business is definitely going on. I just don't see why we should have to lose out – after all, Sega are an in the entertainment business and the customers should be the main priority.
B Golding, Suffolk

ProGirl says:
All right, get off your soapbox! That's enough ranting and raving for this issue! Seriously, you are totally justified in slagging off Sega. All games buyers have known the score with Sega for ages now – I just don't see why it has taken the Office of Fair Trading so long to take the first steps of investigating them. It's especially annoying now that the country code chips have been installed into some games – showing that Sega can do what they like when it comes to releasing games in other countries that they don't want the rest of us to see.

Dear ProGirl,
I am glad that Sega and Nintendo are being investigated. Even if nothing does happen about it, at least it shows them that they're not unreachable. It may show them that the public is dissatisfied and that is good news. I'm really fed up with their attitude towards their customers and would be happy if they had to change – especially if it means a better deal for us.
Joanne Bradley, Newport

ProGirl says:
Well, well, well! This debate certainly seems to be stirring up a bit of a storm with all of our readers! And I'm not surprised as this is an issue very close to most of your hearts. It's true that Sega seem to have a blatant disregard for what most of their customers want, but I'm unsure whether an investigation will change this as far as game releases go. We'll just have to wait and see I suppose.

Dear ProGirl,
I'm very happy that you decided to speak out about Sega and Nintendo, because I've just about had enough. How do they expect people such as me to be able to afford their games? I have a Game Gear, but £25 plus is a lot to pay for a game you can finish in under a week. No wonder many people are turning to illegal renting. I would like to build up a collection of games, but at their current price, it's pretty impossible.
Robert Robinson, Newcastle

ProGirl says:
Games are very expensive, but even if the prices were to change, it would not be significant enough to make that much difference. Lots of people are turning to rental just to see the games they want, but it's still illegal in most shops so I can't condone that. However, it's happening more and more, showing that if people can't afford to buy games, there will always be someone else who is happy to supply them!

I'll be back next month with the most controversial debates of the Sega world. With the official arrival of the Mega-CD, I want to know if you'll be buying it.
Tune in next month to see what fellow readers think about the Mega-CD. In the meantime, if you feel like dropping ProGirl a line, write to:ProGirl, SegaPro, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.

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GAME OVER

GAMES BUSTED EVERY MONTH

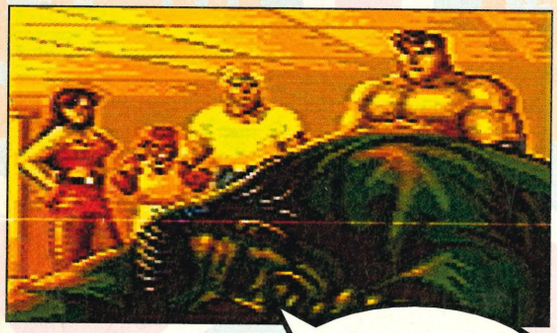
GAME OVER SCREENS

This month's Game Over was sent in by Simon Mason of Springbourne. Cheers for that one, Simon! Don't forget, if you have any Game Overs, then send 'em in to us at SEGAPRO, Durham House, 124 Old Christchurch Road, Bournemouth, BH1 1NF. There's a free cart for anyone whose Game Over is printed.

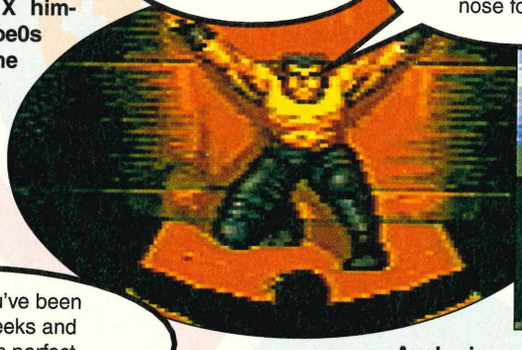
STREETS OF RAGE II

MEGA DRIVE

Adam has been kidnapped by a very cheeky Mr X! Not content with coming back to life (after Adam, Axel and Blaze killed him in the last game), he snatches Adam to bait a trap for the other street vigilanties. Adam's younger brother, Skate, joins Blaze and Axel and together, with a muscle on legs called Max. They set off to free Adam and put Mr X out of circulation for the rest of eternity.

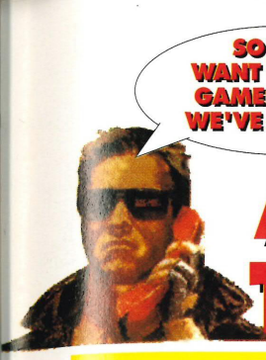


After a long, painful battle with Mr X's personal bodyguard and then with Mr X himself, our heroe0s finally knock the evil gangster into the middle of next week and find Adam chained up in a cell!



Happy endings are what makes story-telling such a pleasure and this one is no exception. Axel and Blaze finally start dating (on Blaze's terms!), Adam is re-united with his little brother and Max has made enough money to keep him in steroids for a very long time!

Axel gives the very tired and weary Adam a helping hand out of the cell and into the bright daylight. He blinks in the dazzling sunlight as his eyes become accustomed to the sudden change in light and then sighs in huge relief. Skate can't believe that they've actually defeated the entire army that Mr X had at his disposal. Without a pause for breath, he hugs his brother. The one that he thought he'd never see alive again. Ahh!



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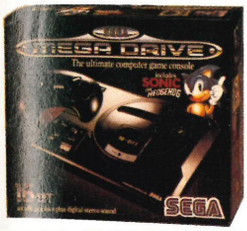

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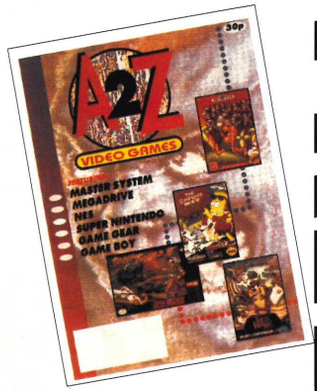

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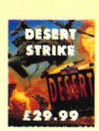

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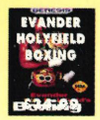

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